

# **EXHIBIT 4**

**REDACTED**

**UNITED STATES DISTRICT COURT  
NORTHERN DISTRICT OF CALIFORNIA  
SAN FRANCISCO DIVISION**

**IN RE GOOGLE PLAY STORE  
ANTITRUST LITIGATION**

THIS DOCUMENT RELATES TO:

*In re Google Play Consumer Antitrust  
Litigation*, Case No. 3:20-cv-05761-JD

No. 3:21-md-02981-JD

**EXPERT REPORT OF DOUGLAS  
CRAIG SCHMIDT, PH.D.**

Judge: Hon. James Donato

**HIGHLY CONFIDENTIAL UNDER PROTECTIVE ORDER**

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## **I. INTRODUCTION**

Android powers more mobile devices globally than any other mobile software system. The earliest versions of Android were open source, drawing on the talents of global developers to build and augment the platform. After acquiring Android, however, Google has moved functionalities from open-source Android to Google's proprietary version of Android ("Google Android"). And it has implemented a number of technological impediments that artificially limit the ability of developers to distribute, and users to obtain, applications (referred to herein as "apps") outside of the Google Play Store. These technological impediments also artificially limit the ability of users to download and use app stores that potentially compete with the Google Play Store. Counsel for Mary Carr, Daniel Egerter, Zack Palmer, Serina Moglia, Matthew Atkinson, and Alex Iwamoto, on behalf of themselves and all others similarly situated (the "Consumer Plaintiffs") and counsel for Pure Sweat Basketball Inc.; Peekya App Services, Inc.; LittleHoots, LLC; and Scalisco LLC d/b/a Rescue Pets, on behalf of themselves and all others similarly situated (the "Developer Plaintiffs"), have asked me to lay out the basic components of the Android mobile software system and its associated tools, the means through which software apps are accessed and installed on mobile devices, and the mechanics through which billing and payment processing systems allow users to purchase both apps and digital or physical content and products from within the app.

In this Report, I draw upon my knowledge and experience in software engineering and system design along with the information cited herein to address the questions: (1) whether Google has imposed technological restraints that artificially restrict or inhibit consumer access to competitive app stores and to apps sold through competitive app stores or other distribution channels, and (2) whether there are technical reasons for Google's billing service product,

Google Play Billing, to be included in the flow of purchases made directly in apps that users have downloaded to their mobile device.

I am submitting this report at the class certification stage of this case, and I understand that discovery is ongoing. I reserve the right to supplement and to add new information and opinions to this report. I also reserve the right to provide additional information and opinions in the merits report I will be submitting at a later stage of this case.

## **II. QUALIFICATIONS**

I am the Cornelius Vanderbilt Professor of Engineering in the Department of Electrical Engineering and Computer Science at Vanderbilt University. I am an experienced software engineer, with a focus on technology development in the areas of middleware platforms and model-driven tools for high-performance and real-time apps. I have worked in industry, for the government, and in academia. As a Visiting Scientist at Carnegie Mellon University's Software Engineering Institute, I have worked with the Ultra-Large-Scale Systems team to define the challenging problems, promising technology areas, and research roadmaps for the national R&D effort on shaping future innovations in complex software-reliant systems. As the Deputy Director of the Defense Advanced Research Projects Agency, an agency within the Department of Defense, I helped to set and guide the National IT research and development agenda. In my role as the Associate Provost of Research Development and Technologies at Vanderbilt, I am charged with developing cohesive and sustainable information technology services to advance research and scholarship across Vanderbilt's ten schools and colleges.

I am an author or co-author of over 400 peer-reviewed publications, reports, books, and book chapters. I currently conduct research on patterns, optimizations, and experimental analysis of advanced software techniques that facilitate the development of distributed real-time and embedded middleware and model driven architectures running over high-speed networks and

interconnects. I have been deposed extensively and have testified as an expert in the federal courts, principally in the context of patent litigation involving software and middleware systems. A copy of my curriculum vitae, including a list of my testimony over the last four years, is attached to this report as Exhibit A.

I have no stake in the outcome of this case. I am being compensated for my work in this case at the rate of \$550 per hour. The materials I relied upon in forming my opinions are summarized in Exhibit B. I reserve the right to supplement my opinions as more information becomes available.

### **III. GENERAL TECHNOLOGICAL BACKGROUND**

#### **A. High-Level Technical Background Regarding Mobile Devices, Operating Systems, and Apps**

To understand how mobile apps are installed and function on devices running Android, it is helpful to have a general understanding of mobile devices, their software, and how apps are built.

Mobile devices, such as smart phones and tablets, are essentially hand-held portable computers. These devices can connect to the internet over cellular and/or wi-fi networks. Like other computing devices, they are controlled by an operating system (“OS”), which is software that manages the device’s hardware and software resources and, in some cases, provides interfaces through which third-party app developers can create programs that run on the mobile device.

While the OS provides the basic software to manage a mobile device, enabling functionality like network connectivity, battery and power management, and other core features, most functionality is provided by apps, which are software programs designed to perform a variety of tasks. Once pre-loaded or installed on the device, apps that are designed to be accessed

by the user of the device (“user-facing” apps) are typically displayed on the device screen through a representative image, known as an icon. The user opens or “calls” a user-facing app through tapping or clicking on the icon. Unless I indicate otherwise, when I refer to an “app” in this report, I am referring to a user-facing app.

Modern software systems can be thought of as a series of layers, with each layer building on the layer below it. Developers of each layer leverage the functionality and features of the lower layers to save time and develop software more reliably. Each layer exposes an app programmer interface (“API”) that defines the set of features and functions provided by the layer. Layers that sit between the core operating system components and user-facing apps are often called “middleware.” Middleware is software that provides common services and capabilities to apps beyond the functionalities offered by the OS. Essentially functioning as a hidden translation layer, middleware enables communication and data management for apps and is not meant to be accessible to the average retail user.

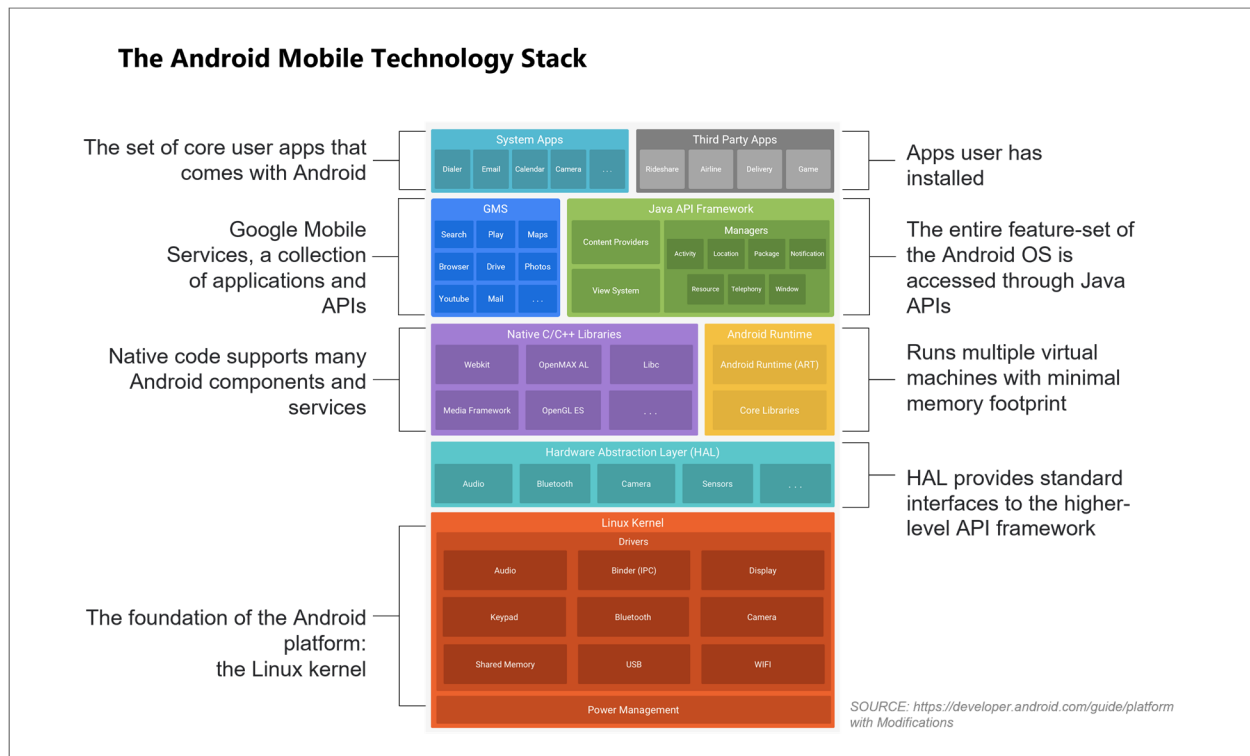
Developers of user-facing apps can incorporate into their apps external software packages that allow their apps to interact with, and borrow from, (a) other apps and middleware on the device that perform specific functionalities, and (b) services that may be provided by external servers through internet connections. This integration allows the developer to utilize pre-existing software rather than having to build each component from scratch. These software packages also expose APIs that define what functions are available and how those functions can be leveraged to achieve the desired outcome.

Another important component of mobile device systems is a Software Development Kit (“SDK”) which is a set of tools that developers can use when building apps. An SDK allows



developers to build software that uses a pre-existing API or set of APIs. Some examples of SDKs include the Android SDK, the Google Play Services SDK, and the Stripe Payments SDK.

In sum, the software on mobile devices is typically composed of an OS, middleware, and apps. Developers create apps using SDKs. Apps utilize APIs exposed by the OS, middleware, and other apps. The following graphic visually demonstrates these concepts.



## B. Users Face Substantial Costs When Switching Between Google Android and iOS

Google Android and Apple iOS are the two most prominent mobile software systems, and each environment leverages different programming languages, programming paradigms, frameworks, and capabilities. The Android and iOS mobile software systems are not compatible, so software developers must create independent versions of their apps to operate on each system. After a user has elected to purchase a device on a particular mobile platform, such as Google Android, they are effectively locked-in to the platform for that device since users face substantial

costs to switch between Google Android and other mobile device platforms. [REDACTED]

[REDACTED]

[REDACTED]

Users face several switching costs relating to apps. For example, Google Android pushes users towards Google's proprietary apps, including the Google Play Store. App downloads and purchases made within the Google Play Store might not be transferrable to Apple iOS devices, in which case a user must find them and download or purchase them again from Apple's App Store. A user may also need to transfer the data in their apps and recalibrate their settings to achieve a comparable experience on the new platform. It is possible to lose such app-related data and purchases.

If the user acquires a new phone within the Google Android ecosystem, their apps and app purchases remain available and, in some cases, may automatically download. This automated capability, however, is not available with a switch from Google Android to an Apple iOS device. Switching from one platform to another is therefore not as simple as buying a different phone but instead involves reconstructing the user's digital life. Users also face costs associated with transferring non-app data, such as photos and videos, from a mobile device on one platform to a mobile device on another platform. In most cases this requires multiple steps that a user must manually undertake and some formats of data may not be supported on the new device on the new platform. There is also the possibility of loss of such data. [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

In addition, [REDACTED]

[REDACTED] For example, the user interfaces for an Apple iOS device and a Google Android device function differently and leverage different design paradigms (e.g., iOS devices have lacked a physical home button since the iPhone 8 and have never had a “back” button; whereas, many Google Android devices still possess the back and home buttons as soft keys on the touchscreen of the device). These differences require significant expenditures of time and effort by users to learn and master. [REDACTED]

Switching can also be a complicated and time-consuming process. [REDACTED]

[REDACTED] While both Google and Apple have made attempts to streamline this process, it is still something that a user must figure out how to do and then manually implement.

Finally, there are also costs arising from the fact that devices on one platform are typically compatible with each other, but not fully compatible with devices on other platforms. For example, if a user purchases an app using his or her Apple iPhone, that app can usually also be accessed on his or her other Apple devices, like an Apple iPad and or Apple Watch, and messages a user sends from his or her iPhone using Apple’s iMessage app will show up across those devices as well as his or her Apple computers. But if a user decides to switch to a Google Android phone, the Google Android phone will not necessarily interoperate and synchronize with his or her Apple devices and certain capabilities, such as placing or receiving calls from his or her Apple Watch, may be lost altogether. There are also hardware implications with respect to accessories and other ancillary products. For example, Google’s PixelBuds (wireless

headphones), while broadly compatible with any Bluetooth audio device, provide the greatest functionality when attached to a Google Android device. Someone leaving the Google Android platform and going to the Apple iOS platform would lose access to the greatest functionality (*i.e.*, real-time language translation).

### **C. A Brief Explanation of Android Software**

Android originally was developed as “open source” software, meaning that anyone could inspect, modify, or enhance the source code to add to or manipulate the Android software functionality. The Android Open-Source Project (“AOSP”) was started in 2003. It was created to guide development of Android software for the mobile platform. The Android software consists of OS, middleware that enables additional functionality for apps, and a set of integrated apps. Google purchased Android, including rights to AOSP, in 2005.

After purchasing AOSP, Google developed and implemented a set of requirements for what it deems “Android Compatible Devices.” Android Compatible Devices are defined by Google’s Android Compatibility Program. The Android Compatibility Program consists of three components: the AOSP source code (OS, middleware, and integrated apps); the Compatibility Definition Document (“CDD”) promulgated by Google; and passing Google’s Compatibility Test Suite (“CTS”).<sup>1</sup>

Android Compatible Devices fall into two main categories. The first category of devices runs only AOSP source code as defined and maintained by Google—it is entirely free, does not require the user to enter into a licensing agreement, and may be used by anyone. In this report, I refer to the AOSP source code simply as “AOSP.”

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<sup>1</sup> See Android – Developers, Device compatibility overview, available at <https://developer.android.com/guide/practices/compatibility>; Android – Source, Android Compatibility Program Overview, available at <https://source.android.com/compatibility/overview.html>.

The second category of devices runs the AOSP-based software system I refer to as “Google Android,” which is licensed by Google to manufacturers of mobile devices (referred to herein as “original equipment manufacturers” or “OEMs”) and includes the AOSP source code and a package of software referred to as Google Mobile Services (“GMS”) that provides additional middleware and user-facing apps.<sup>2</sup> I discuss GMS in more detail below. When I discuss the features and functionality of AOSP, those features and functionalities are also included in Google Android. However, the reverse is not necessarily true—the features and functionality of Google Android are not necessarily included within AOSP.<sup>3</sup>

A mobile device can also run AOSP-based software but not comply with Google’s Android Compatible Device requirements. In such instances, an OEM or other developer may have modified the AOSP source code to suit its commercial purposes. Such AOSP-based software does not satisfy the requirements of Google’s CDD and will not pass Google’s CTS. I refer to such AOSP-based software as “Forked Android Software” or “Forked Android.”

In the United States, the most well-known Forked Android devices are the Amazon Fire product line. In China, Forked Android systems are the most popular mobile software systems because the Chinese government does not allow mobile devices sold there to have Google’s Mobile Services pre-installed.

#### **D. GMS is a Key Difference Between AOSP and Google Android**

As I mention above, the second category of “Android Compatible Devices” runs the mobile software I refer to as “Google Android.” While Google Android is based on AOSP,

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<sup>2</sup> Google from time to time also makes modifications to the AOSP source code and adds other software to create various versions of Google Android.

<sup>3</sup> A third category of Android Compatible Devices uses software based upon AOSP but does not include GMS. Since these devices are primarily used in specific industrial and commercial apps rather than consumer mobile devices, I do not address them in this report.

Google additionally includes GMS in Google Android. GMS is composed of middleware and a suite of user-facing apps. Google's inclusion of GMS in Google Android results in significant differences between AOSP and Google Android.

1. GMS includes middleware that is unique to Google Android

GMS adds middleware components to Google Android that do not exist in AOSP. These components are composed of APIs plus supporting independent sets of executable code. Google refers to this middleware and the services it provides as "Google Play Services."<sup>4</sup> As middleware, Google Play Services connects user facing apps, the services provided within Google Play Services, and the AOSP OS. Google Play Services is present as an app on all Google Android devices.<sup>5</sup>

Google Play Services runs in the background of a Google Android device at all times and manages a wide range of functionalities. Developers can build apps that access the services in Google Play Services through the Play Services SDK. The Play Services SDK provides a different set of APIs than the standard open-source set available within AOSP.

For example, Google Play Services includes an enhanced location services framework called the Fused Location Provider<sup>6</sup> that can provide user-facing apps with better and more precise location data than the original services within the AOSP mobile software system. Google Play Services also includes other APIs and services, including those for mobile advertising (*e.g.*, AdMob); analytics (*e.g.*, Google Analytics for Firebase); and identity (*e.g.*, sign-in with Google).

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<sup>4</sup> Google Play Services is not to be confused with the Google Play Store. Technologically the Google Play Store need not be on a device in order for Google Play Services to provide its functionality.

<sup>5</sup> As I mention in Footnote 3, there are Android Compatible Devices whose software does not include GMS. Since these devices primarily have special commercial or industrial uses and are not typically consumer mobile devices, I do not address them in this report.

<sup>6</sup> <https://developers.google.com/location-context/fused-location-provider>

Google collects a substantial amount of user data through Google Play Services. It shares this user data with developers of apps that rely on Google Play Services. [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Specifically, [REDACTED]

[REDACTED]

[REDACTED]

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<sup>7</sup> GOOG-PLAY-000343365.R

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

2. GMS includes a suite of apps that are not included in AOSP Android

While the Google Play Services part of GMS provides additional middleware components that are less obvious to users, GMS also provides a suite of Google-proprietary apps that are not present on AOSP. Most importantly for the purposes of this report, this GMS suite of apps includes the Google Play Store. But it also includes Google Search, Gmail, Maps, Chrome, YouTube and multiple additional apps. The GMS suite of apps, in turn, exposes APIs that developers can use to incorporate the functionality of the GMS apps within the developers' apps.

This GMS suite of apps, including the Google Play Store, is present on every Google Android mobile device.<sup>8</sup> In most instances, the apps in the GMS suite replace the open-source alternative apps included in AOSP. Google does not publish the source code for the apps in the GMS suite. This restriction is a departure from the early versions of Google Android. In those versions, the bulk of the Google Android app functionality was provided by the open-source AOSP apps with Google providing only modest or optional Google-specific enhancements, such as an enhanced connection to Gmail, with their proprietary apps. Over time, however, Google

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<sup>8</sup> As I mention in Footnote 3, there are Android Compatible Devices which use software that does not include GMS. Since these devices primarily have special commercial or industrial uses and are not typically consumer mobile devices, I do not address them in this report.



has favored development of their GMS suite of apps over the development of the open-source apps in AOSP.

For example, Google identified that using location services to get “the best location results” was “very tedious.” (Google I/O 2013 – What’s New in Google Play Services = <https://www.youtube.com/watch?v=49pWckcaZEI> at 3:34). Rather than improving location services in AOSP, so that those improvements would be in both AOSP and Google Android, Google improved the location services only in Google Android. Google replaced the location services in Google Android with its Fused Location Provider that makes determining a user’s location “nice and easy.” *Id.* However, Google does not make this improved location provider available to AOSP devices, meaning that apps relying upon it are tightly coupled to Google Android. Apps using the Fused Location Provider will therefore crash if not properly designed to run on AOSP, which would take a significant amount of additional development work.

3. The inclusion of GMS in Google Android means that apps developed to run on Google Android will not function properly on AOSP

Apps developed to run on Google Android using APIs exposed by GMS will not function properly on devices running on AOSP or Forked Android because GMS (and hence the APIs it exposes) is not present on those devices.

For example, if a developer wishes to use the functionality of Google Maps from the GMS app suite, that developer builds an app that includes calls to the Google Maps APIs exposed by GMS. These API calls allow users to access a Google map within the developers’ app without separately opening Google Maps. Examples of apps that access the Maps APIs in the GMS app suite include Uber, McDonalds, and Starbucks. These apps explicitly call to the Google Maps APIs exposed in GMS, so if GMS is not present on the device the app is running on, the app will crash. Therefore, apps that utilize these GMS components, such as Google Maps,

are tightly coupled to Google Android devices and are not usable on devices running AOSP or Forked Android Software.

Similarly, apps developed using the Play Services SDK that call to APIs that access services provided by the Google Play Services middleware will not function properly on devices running on AOSP or Forked Android because the Google Play Services App (and hence the Google Play Services APIs) is not present on those devices. For example, using Google's enhanced location services requires explicit calls to Google Play Services APIs that are not present in AOSP. The services accessed by calling these enhanced location APIs leverage nearby WiFi networks, cell towers, and other radio signals to more accurately determine a user's location compared to using GPS alone. This feature is only available on Google Android and provides significantly more accurate location information more rapidly than using the built-in GPS receiver, and allows apps like Uber to reliably locate the user to provide services. Apps that leverage this and other Google Play Services APIs will not function properly on devices that run software without those APIs, including devices that run AOSP and Forked Android Software. To implement an alternative, developers must first identify an alternative source of the equivalent functionality and write code to access that functionality.

With its inclusion of GMS, Google has effectively created an entirely new platform that is incompatible with AOSP. When there are multiple APIs and frameworks in use, the cost of migrating from one set of frameworks to another can quickly increase to the point that it rivals the cost of developing an entirely new app. Apps that are written for Google Android with GMS are not compatible with AOSP Android. They are not the same platform, and an app that leverages APIs from Google Android cannot target AOSP Android and non-Google Forked Android at the same time.

4. Google could provide developers with SDKs for AOSP allowing them to use the functionalities of GMS without the suite being on the device, as Google has done for iOS apps

As with devices running AOSP Android and Forked Android, devices running Apple's iOS do not have GMS installed on the device. However, Google provides developers with an SDK that allows them to build code into their iOS apps that eliminates the need for GMS. Using these Google-provided SDKs, developers can build iOS apps that call a given functionality over the internet that would otherwise be provided by GMS on a Google Android device.

For example, the Starbucks app on a Google Android device is built to use Google Maps functions by calling to APIs exposed by the Google Maps app on the device. Therefore, Google Maps and GMS must be on the device for the Starbucks app to function on any Android device. However, a Starbucks app on an iOS device is built using an SDK provided by Google to call the Google Maps functionality over the Internet, so neither Google Maps nor GMS need be on the iOS device for the Starbucks app to call the Google Maps functionality. As a consequence, developers seeking to create apps for AOSP or Forked Android devices face significant hurdles that they simply do not encounter when writing for Google Android or iOS—developers must both identify an alternative source of the equivalent functionality and write code to access that functionality.

5. Developers face substantial costs to develop apps for multiple mobile software systems

Developers face substantial costs to develop apps for multiple mobile software systems. For instance, Google Android and Apple iOS are the two most prominent mobile software systems, and each environment leverages different programming languages, programming paradigms, frameworks, and capabilities. While cross platform development solutions exist, they typically involve developing to the lowest common denominator. In the most straight forward

example, iOS and Google Android have completely different guidelines with respect to user-interface expectations. As a result, there is frequently a significant amount of platform-specific design work to ensure that apps feel consistent and “native” to a given platform.<sup>9, 10</sup> To maximize user experience, developers must duplicate efforts across each platform they wish to target since there is no mechanism to automatically make one app built for one system compatible with the other.

Even something as simple as user interface guidelines vary between the Google Android and Apple iOS platforms. A specific example is that Google Android has always had a “back” soft key or button (initially in physical form and now as a soft key on the touch screen of a device) whereas Apple iOS does not. Beyond user interface differences, iOS apps use a completely different set of APIs, services, and frameworks than Google Android. While, for example, the Starbucks app on Google Android may *feel* similar to users as the Starbucks app on iOS, this similarity is not even skin deep. Differences like these require developers to not only write code targeting the language and frameworks of the platform, but also to often customize the designs so they are consistent with platform standards.

In addition to the programming language and design guidelines, the platform APIs and frameworks are an integral consideration when developing an app for a given platform. In fact, understanding the app frameworks, along with the key considerations, assumptions, and capabilities they embody, is essential to make an app functional, and is often more important than understanding programming language features.

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<sup>9</sup> <https://developer.apple.com/design/human-interface-guidelines/ios/overview/themes/>

<sup>10</sup> <https://material.io/develop/android>

For example, the Google Android platform and the Oracle Java ME platform both allow developers to write apps in Java for a mobile environment, but they are completely incompatible with each other. An app written for Google Android will not function in the Java ME environment and vice versa. Therefore, the programming language alone does not dictate compatibility. Moreover, apps that are developed to utilize APIs exposed by GMS on Google Android, such as APIs that provide access to Google Maps or to the enhanced location services of Google Play Services, do not work on platforms that do not contain the GMS. To implement an alternative, developers must first identify an alternative source of the equivalent functionality and write code to access that functionality.

In sum, developers must spend time and resources writing different versions of the same app if they want the app to be usable on devices running different mobile software systems, such as Google Android and Apple iOS.

#### **E. Permissions are a Key Feature of AOSP and Google Android**

Apps that run on AOSP or Google Android must have permission to perform an operation. Generally, permissions are divided into two categories: permissions that restrict actions, such as querying a mobile phone's location, and permissions that restrict data, such as accessing a mobile phone's contact database.

In earlier versions of AOSP and Google Android, permission usage was declared by the app developer by including a reference to the permission in the app package. The permission was granted on an all-or-nothing basis: as a condition of installing the app, the user was required to accept all permissions (*e.g.*, the app always had permission to access the location of the phone). Starting in August, 2017 with the release of version 8 of AOSP and Google Android, the systems have given users more nuanced control over the permissions they grant. Apps now request

permissions after installation when they are needed (*e.g.*, only when the user tries to view their location on a map).

Even within this newer system, however, users do not have complete control. Certain permissions cannot be granted or abrogated by the user. Most importantly, the `INSTALL_PACKAGES` permission can only be granted by OEMs, and only to apps that are preinstalled on the mobile device. Put another way, a retail user cannot grant the `INSTALL_PACKAGES` permission to an app.

The `INSTALL_PACKAGES` permission is important because it allows an app, such as an app store, to install other apps without user intervention. So, for instance, an app store must have the `INSTALL_PACKAGES` permission to install an app on a user's phone automatically without the user going through a manual installation process. In addition, an app store must have the `INSTALL_PACKAGES` permission to automatically update the apps it installs (as is sometimes necessary for security purposes) without user action.<sup>11</sup>

The `INSTALL_PACKAGES` permission can only be granted to apps that are preinstalled on the mobile device. If an OEM allowed third-party apps installed by the user to have `INSTALL_PACKAGES` permissions, the device would not be compatible with Google's CDD and would fail Google's CTS.<sup>12</sup> Moreover, users cannot grant the `INSTALL_PACKAGES` permission to any apps they install, which means that only the Google Play Store and app stores

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<sup>11</sup> Such background updating without user action is referred to as "automatic updating."

<sup>12</sup> See "Android 12 Compatibility Definition," available at <https://source.android.com/compatibility/12/android-12-cdd> ("[C-0-6] MUST NOT install app packages from unknown sources, unless the app that requests the installation meets all the following requirements: It MUST declare the `REQUEST_INSTALL_PACKAGES` permission or have the `android:targetSdkVersion` set at 24 or lower. It MUST have been granted permission by the user to install apps from unknown sources.>").

pre-installed by OEMs can install and, and until very recently,<sup>13</sup> update apps automatically.

Third-party app stores that are sideloaded outside of the Google Play Store or an OEM app store will necessarily come from a source that does not have `INSTALL_PACKAGES` permission.

Likewise, third-party app stores sideloaded by the user will not have `INSTALL_PACKAGES` permission.

## **F. Overview of App Installations**

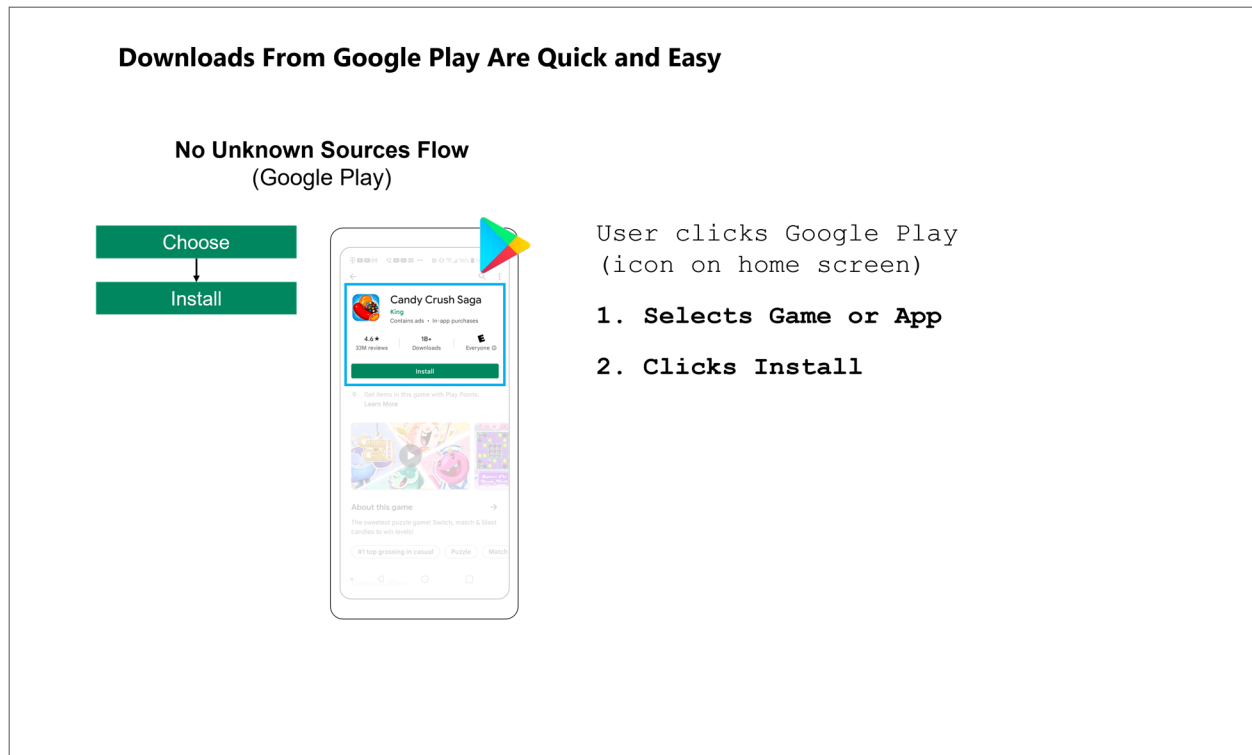
From a user perspective, apps can be installed in one of three ways: (1) via the app stores that possess the `INSTALL_PACKAGES` permission (*e.g.*, the Google Play Store); (2) via the Unknown Sources Flow (for third-party app stores, developer website downloads, peer-to-peer sharing software, or in some cases, backup software); and (3) via the developer tools command line interface.

### **1. Installation via app stores that possess the `INSTALL_PACKAGES` permission**

The most familiar and user-accessible mechanism for installing apps is via an app store that is installed by the device manufacturer (known as a natively-installed app store) that possesses the `INSTALL_PACKAGES` permission. These app stores include Google Play Store and other OEM pre-loaded app stores. Native app stores with the `INSTALL_PACKAGES` permissions can install apps without triggering the unknown sources flow and perform app updates without user intervention.

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<sup>13</sup> I note that in October 2021, with the launch of Google Android version 12, Google began allowing users to opt-in to automatic updates for a given store. *See* <https://www.xda-developers.com/android-12-alternative-app-stores-update-apps-background/>. The user still must opt-in for each app store they wish to allow to install updates automatically and the app store installing the update must be the store that installed the app originally.



As shown in the screen shot above, installing apps via a pre-installed app store, such as the Google Play Store, is a straightforward, simple, and easy process that can be accomplished through a few button taps, all located on the same screen. Moreover, all prompts presented to the user are initiated and controlled by the app store, giving the app store the ability to control the messaging and language displayed to the user. This ability is in contrast to third-party app stores that have no control over the warnings that are displayed during the Unknown Sources Flow or over the prompt that asks the user if they are certain they want to install the app (also called a “speed bump”), that is displayed prior to installation.

## 2. Installation via the Unknown Sources Flow

Installation via the Unknown Sources Flow stands in stark contrast to installation via app stores that possess the `INSTALL_PACKAGES` permission. Since the initial version of Android, the Unknown Sources Flow has been the primary option available to users to install those third-party app stores and apps that are not pre-installed or available in the Google Play Store, and



hence come from sources that do not possess the `INSTALL_PACKAGES` permission. The default settings in AOSP, which are determined by Google, block all installations that are not initiated by sources holding the `INSTALL_PACKAGES` permission.

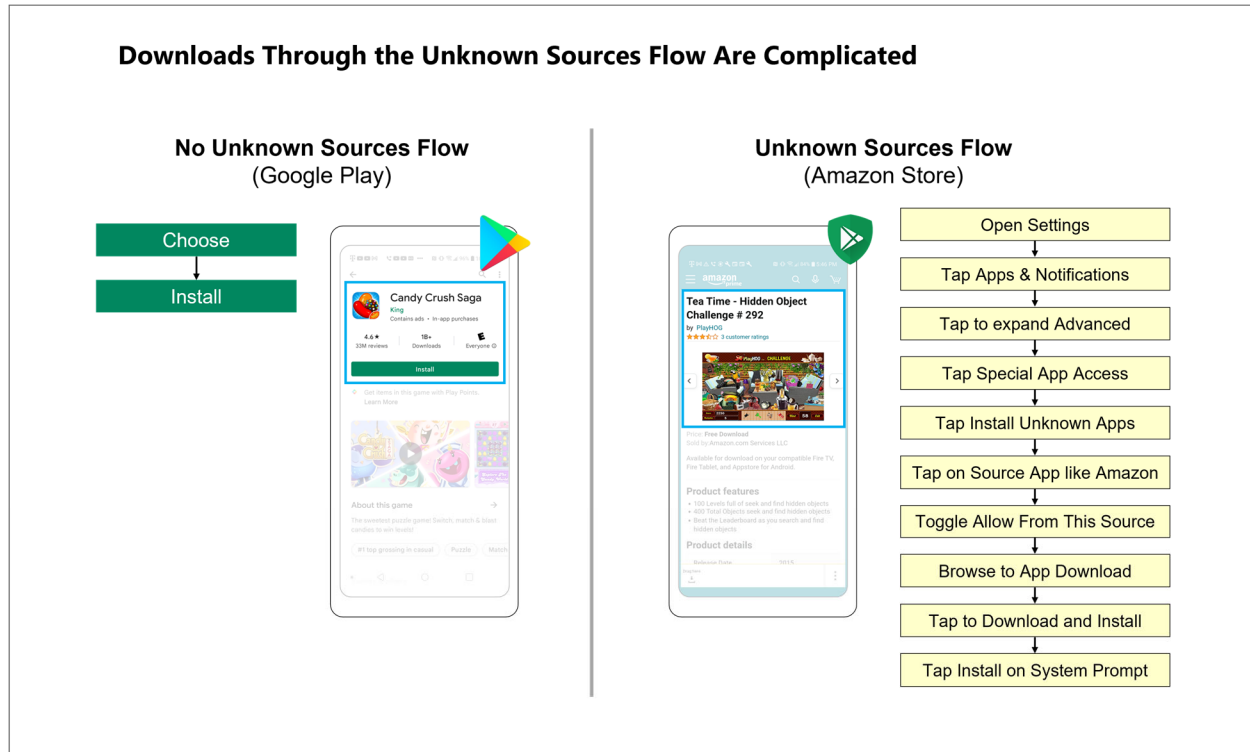
The Unknown Sources Flow is time consuming and difficult relative to an install via the Google Play Store. It requires the user to find the third-party app store, download the third-party app store, navigate to a separate settings screen, identify and change the permission toggle in the device settings so that the app store from the “unknown source” can be installed, and install the app store. To install an app from that store, the user must download the app, navigate to yet another separate settings screen, identify and change the permission toggle in the device settings again so that the app from the “unknown source” can be installed, return to the app store, and finally tap to install. This flow is similar for apps downloaded from a developer’s website, without the initial step of downloading the app store itself.

Moreover, at several sub-steps in the sideloading process, the user is confronted with warnings that the app is from an “unknown source” and may be harmful to the user’s phone.



Thus, when the user wishes to install any subsequent apps (including updates for previously installed apps) from the same third-party app store, Google Android, not the app store, presents the user with a “speed bump” prompt further increasing friction. This additional confirmation prompt appears even if the origin of the app is readily identifiable as a reputable

source. Thus, even for downloads from a reputable company, such as Amazon, the Unknown Sources Flow is significantly more complex than downloads from Google Play. For example, the following graphic compares an installation from the Google Play Store (no Unknown Sources Flow) with an installation from the Amazon Store (Triggers the Unknown Sources Flow) in Android 11.



Sideloads happen any time a user tries to install an app outside of the Google Play Store or another OEM-installed app store.<sup>14</sup>

<sup>14</sup> In some cases,

Users can obtain sideloaded apps from developer websites, or from app stores that are not pre-installed on the device. [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED].

### 3. Installation via developer tools and the Android Debug Bridge

Finally, users can also install apps using developer tools and the Android Debug Bridge (ADB). This mechanism is designed for developers to install apps during the development process and requires a combination of settings on the phone and utilities on a desktop or laptop computer connected to the phone via a USB cable. While this installation mechanism does work, it is not a viable option for general users to install apps as it requires enabling Developer Settings (a hidden menu accessed by tapping 5 times—or more, depending on the device—on the Android build number in the Settings app), configuring USB debugging, downloading the Android developer utilities, and executing a command line app to install the APK file.

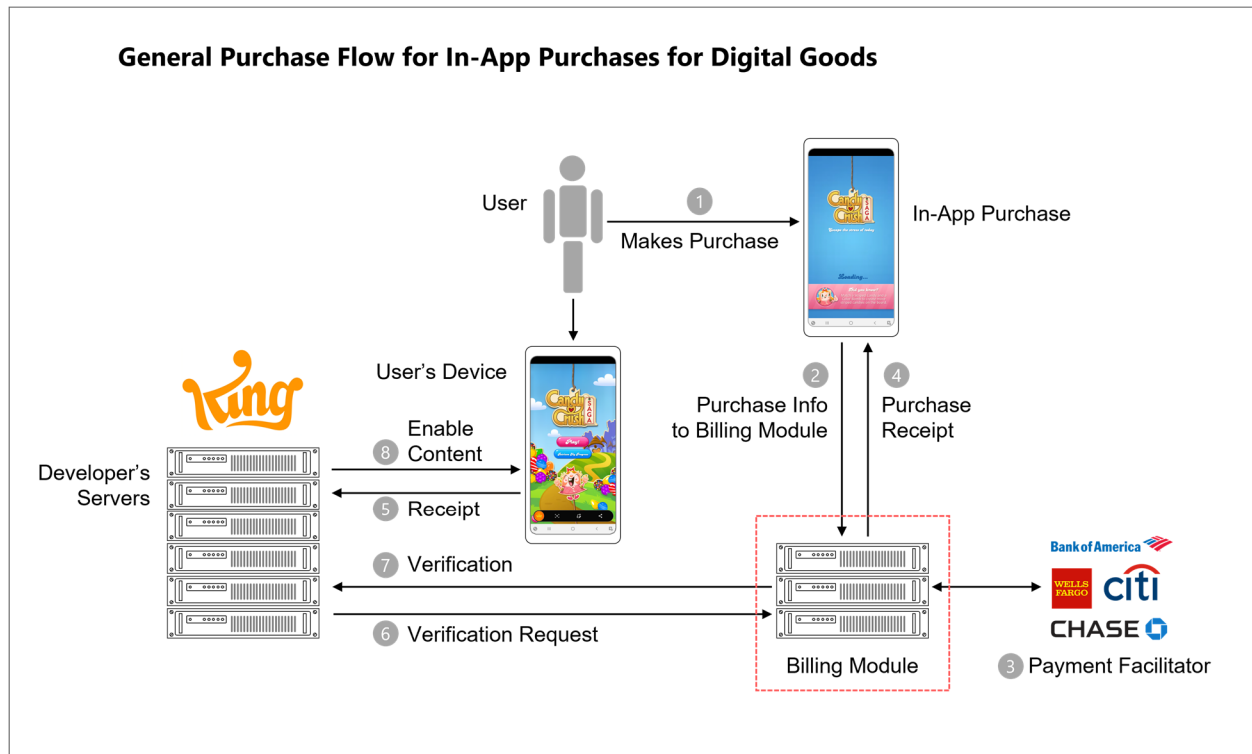
### **G. Overview of In-App Transactions**

Companies have offered products and services for sale via the internet in a secure manner for decades. There are numerous companies and services that exist to facilitate the secure capture of payment information to purchase both physical and digital goods. Generally, an in-app purchase (“IAP”) has the following steps:

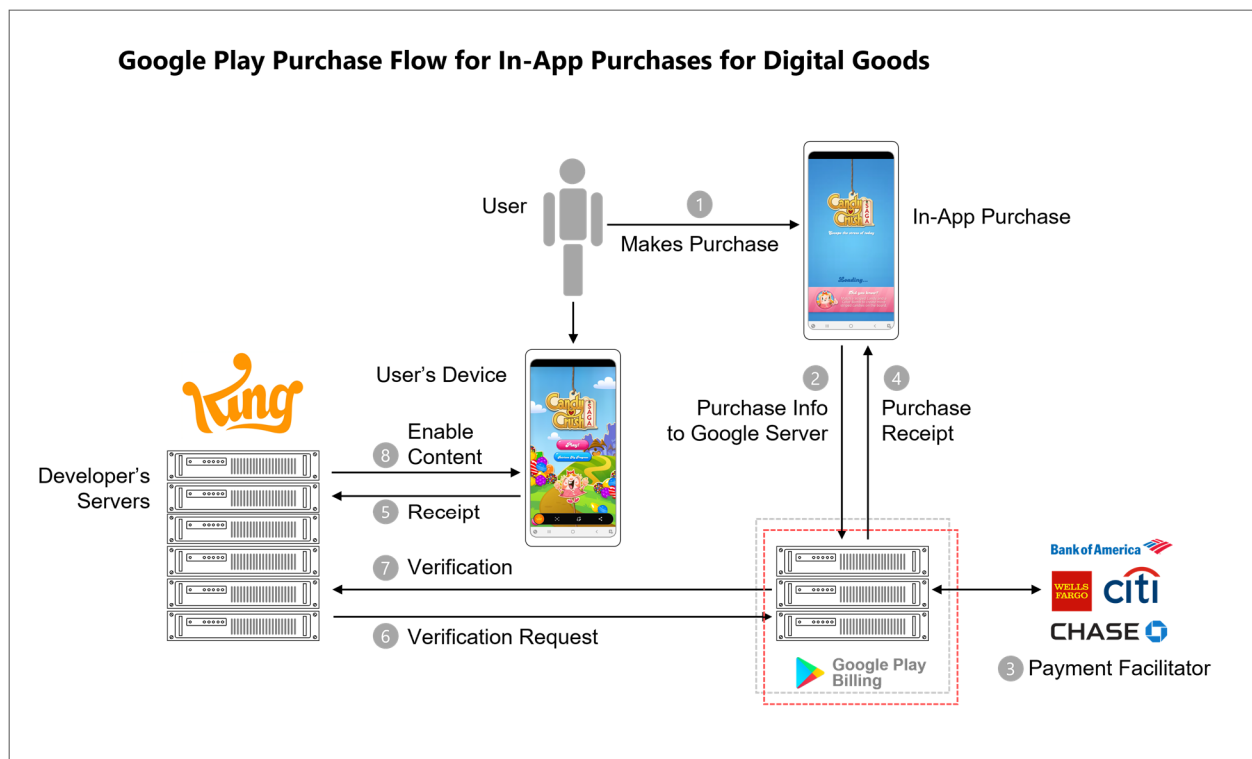
1. Authorization of payment where the user presents payment information, and the merchant works with the payment processor to determine whether the payment information can cover the full amount of the purchase.

2. Capture of payment information where the merchant instructs the payment processor to debit the user account.
3. Capture of confirmation where the payment processor notifies the merchant the capture was successful. It's at this point that the merchant is typically responsible for updating their internal systems that certain inventory should be allocated to a certain customer.
4. Order fulfillment where the merchant ships, transmits, or otherwise supplies the inventory allotment to the customer.

An in-app purchase is not complete until the customer is able to access the item they purchased (step 4). This general purchase flow for in-app purchases for digital goods is shown in the following graphic.

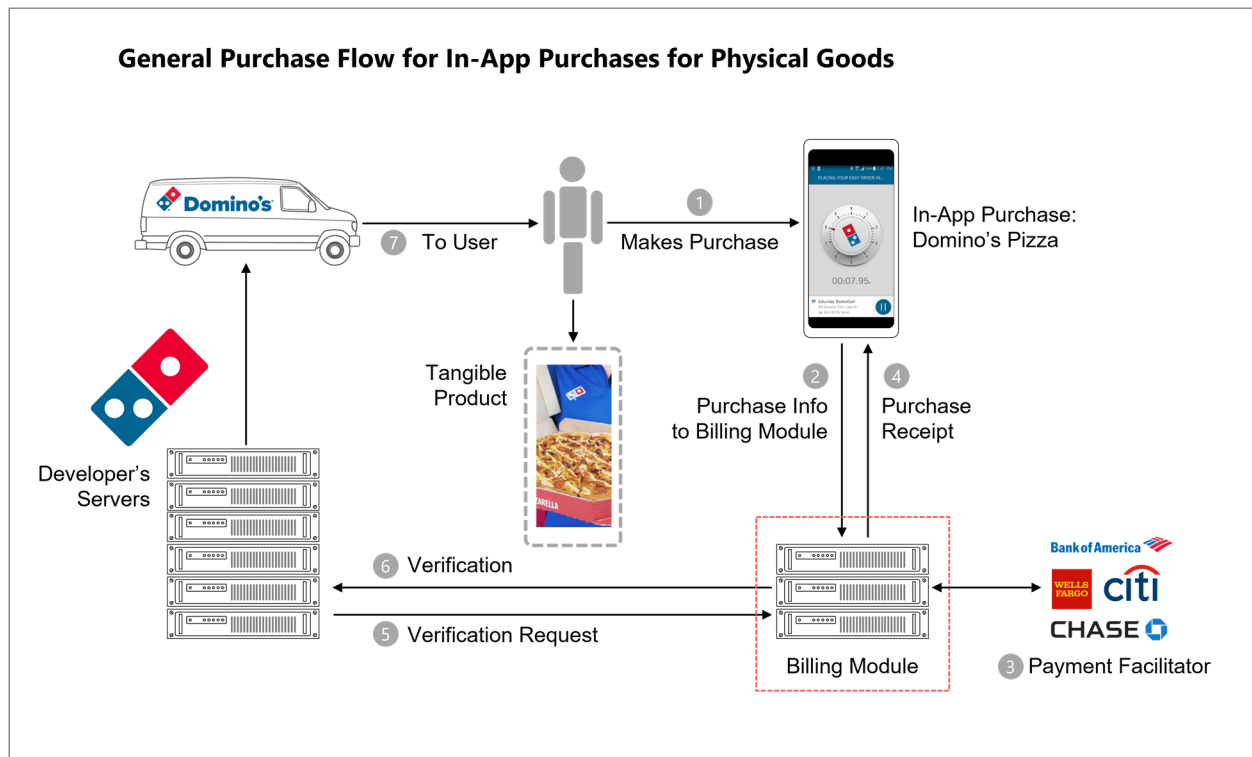


For in-app purchases of digital goods from apps downloaded from the Google Play Store, developers are instructed to use Google's proprietary bundle of services that support in-app purchases, which Google refers to as Google Play Billing, as shown in the following graphic.<sup>15</sup> Notably, in an in-app purchase for a digital good, the developer is responsible for the delivery of the digital good purchased.



<sup>15</sup> Google currently defines “in-app purchases” requiring the use of Google Play Billing to include: “Play-distributed apps requiring or accepting payment for access to in-app features or services, including any app functionality, digital content or goods,” subject to specified exceptions, available at <https://support.google.com/googleplay/android-developer/answer/9858738>.

The key distinction between an in-app purchase of a physical good and a digital good is the actual fulfillment of the purchase. The following illustration of an in-app purchase of physical goods shows that it is substantially the same as an in-app transaction for digital goods. The key part of the transaction that is impacted is the actual fulfillment of the order – a function that Google does not perform. A physical good must be physically delivered to the purchaser, such as a ride purchased through Uber or a piece of furniture purchased through Amazon's shopping app, while a digital good can simply be added to an account or other inventory tracking system. In either case, the developer or app owner is ensuring fulfillment.



#### **IV. GOOGLE HAS CREATED TECHNICAL BARRIERS FOR NON-GOOGLE APP STORES**

Non-Google app stores that are not pre-installed on mobile devices face several technical barriers on Google Android devices. These technical barriers make it harder to install and to use non-Google app stores on Google Android as compared to the Google Play Store.

##### **A. Google Android Forces Users To Go Through the Unknown Sources Flow To Install Apps, Including Non-Google App Stores, Outside Of The Google Play Store**

As I explained above, installation of apps by users outside of Google Play triggers the extensive friction of the Unknown Sources Flow. In Google Android, only apps, including app stores, that are pre-installed on mobile devices can have the `INSTALL_PACKAGES` permission and no third-party apps (i.e., apps that are not developed by Google or OEMs) may be granted the `INSTALL_PACKAGES` permission.

It follows that any app, including an app store, that is installed through the Unknown Sources Flow will not have the `INSTALL_PACKAGES` permission. As a result, a user will trigger the Unknown Sources Flow any time he or she attempts to install (1) a non-Google app store or (2) the first app he or she downloads from a non-Google app store that was not pre-installed on his or her device. It is significant that the only app store pre-installed on *all* Google Android devices is the Google Play Store. Thus, the only app store that possesses the `INSTALL_PACKAGES` permission on *all* Google Android devices is Google Play Store.

As a default, Google Android blocks users from sideloading apps, including app stores, because they do not have `INSTALL_PACKAGES` permission. To get around that default block, users must go through the Unknown Sources Flow for each source they wish to use to install other apps. For example, even where the user has identified the developer and has gone directly to developer's website through a browser, when the user attempts to download the developer's

app directly to the user's device, the Unknown Sources Flow is triggered. The Unknown Sources Flow has been a part of AOSP Android and Google Android since the initial versions. However, the first iteration of the flow offered much less resistance to users wishing to install apps from outside of the Play Store as it only required the user to change a global setting, rather than a setting per source app.

Over time, Google has modified both the warnings displayed to users and the process through which users authorize the installation of non-Play Store apps. [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]



[REDACTED]

[REDACTED]

- [REDACTED]
- [REDACTED]
- [REDACTED]

However, after going through the Unknown Sources Flow to download the Amazon app store, users did not encounter the flow again when downloading an app from the Amazon app store.

However, a user must go through the Unknown Sources Flow when he or she downloads an app store and when he or she downloads the first app from the app store due to a change made by Google. Prior to September 2018, when a user identified and changed the permission toggle so that a user could download an app from an “unknown source” to his or her device, the permission toggle remained in that setting. In September 2018, however, Google released Google Android O (also known as “Oreo”). From that point forward, a user had to change the permission toggle every time an installation was attempted from a different “unknown source” (e.g., browser, file explorer, third-party app stores, etc.). In other words, when a non-Google app store is sideloaded from a browser, first the browser must be toggled on as an “unknown source” from which an app can be downloaded. After, the app store itself is installed, it must be toggled on as an “unknown source” from which apps can be downloaded. Even after the setting has been changed for a given source, the user is still presented with a “speed bump” alert each time they wish to install an app. Google calls this a “Per Source Installation Consent dialog” (PSIC).

[REDACTED]

[REDACTED]

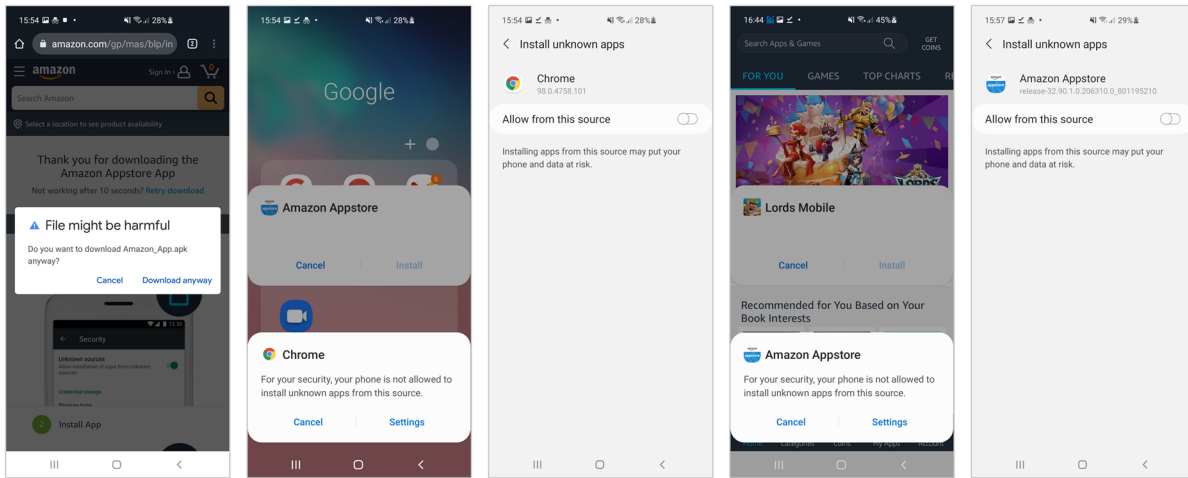
Thus, in Google Android version 11 (released September 2020), if a user wishes to download an app store, such as the Amazon app store, outside of Google Play, the user encounters an Unknown Sources Flow similar to the Google Android version 6 Unknown Sources Flow. Unlike Google Android version 6, however, when the user downloads his or her first app from the sideloaded app store in Google Android version 11, he or she encounters the Unknown Sources Flow again.

Moreover, in Google Android version 11, to download the third-party app store and the first app from that third-party app store, the user must navigate through the following five warnings.

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<sup>17</sup> Though it remains largely the same, Google has made some limited improvements to the Unknown Sources Flow in Android 12. For example, in Android 12, the system automatically prompts the user to install the previously requested application immediately following the permission toggle, rather than forcing the user to navigate back to the app store that requested the installation.

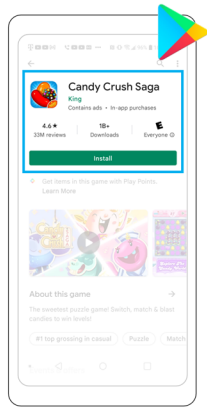
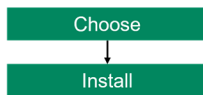
**Warnings encountered in downloading third-party app store and first app from third-party app store (Google Android version 11)**



In contrast to the friction a user encounters when he or she wants to install and use a non-Google app store, a user *never* has to go through the sideloading friction of the Unknown Sources Flow to install the Google Play Store because the Google Play Store is installed on *every* Google Android device. In addition, a user *never* has to go through the sideloading friction of the Unknown Sources Flow to install an app from the Google Play Store. Instead, the installation of an app from the Google Play Store happens with one click.

## Downloads From Google Play Are Quick and Easy

### No Unknown Sources Flow (Google Play)



User clicks Google Play  
(icon on home screen)

1. Selects Game or App
2. Clicks Install

[REDACTED]

[REDACTED]

[REDACTED]

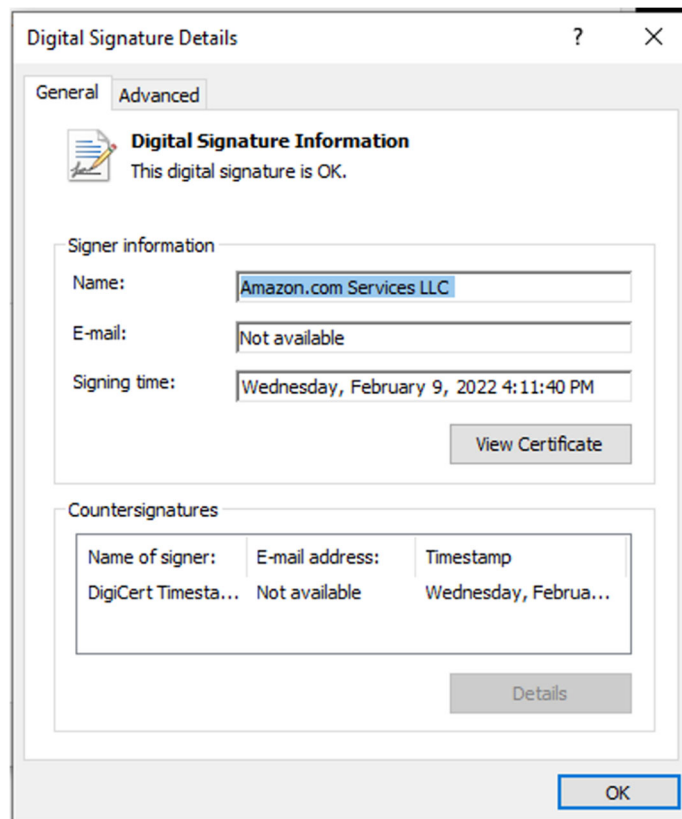
[REDACTED] The Unknown Sources Flow mechanism is triggered by apps installed from web downloads, including non-Google app stores. It is also triggered by apps installed by a user who installs from non-Google app stores that are not pre-loaded on his or her device.

The Unknown Sources Flow friction designates well-known and respected apps, such as Amazon, as “unknown sources” that are potentially harmful to a user’s phone. [REDACTED]

[REDACTED]

[REDACTED] This designation is applied even though these sources are readily identifiable and reputable, and a plethora of mechanisms exist to easily verify not only the identity of the developer, but to also validate the authenticity and safety

of the app. For instance, the Amazon Music App on Windows is signed by a certificate clearly identifying Amazon as the publisher. This certificate not only identifies the developer in a verifiable manner, but it also demonstrates that the app has not been tampered with since the developer published the app:



Amazon is not only an operator of a significant portion of the internet's infrastructure but it also has manufactured its own line of Android devices. *See, e.g.*, [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED] However, Google Android still presents the user with security warnings when he or she attempts to install Amazon's app store or attempts to install an app from Amazon's app store.

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

The Unknown Sources Flow creates a significant deterrent to sideloading apps. [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

As previously discussed, there are limited avenues for installation of third-party apps outside of pre-loaded app stores. [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

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[REDACTED]

[REDACTED]

**B. Google Android Forces Users To Manually Update Apps Downloaded Outside Of The Google Play Store**

As I explained above, in Google Android version 11 and in all previous versions, the `INSTALL_PACKAGES` permission is also required to update apps automatically without user action. If an app, including an app store, does not have `INSTALL_PACKAGES` permission on devices running those versions of Google Android, an app can only be updated by the user manually and while the user has the app store open. So even if a user goes through the friction of the Unknown Sources Flow to sideload a non-Google app store, and even if a user goes through the friction of the Unknown Sources Flow to install an app from that non-Google app store, the user must open the app store and respond to the “speed bump” prompt to manually install the update to that app.

This speed bump potentially increases security risks posed to users because developers are unable to automatically update their apps to patch security holes. Instead, they must first



notify users of a potential problem and then hope that users navigate the manual process to install the update. As I mentioned in footnote 14 above, with Google Android version 12 (released October 2021), Google began allowing users to manually opt-in to automatic updates by third-party app stores. This new opt-in flow appears even though users must still go through Google's Unknown Sources Flow to sideload third-party app stores, including reputable third-party app stores like Amazon.

In contrast, because the Google Play Store always has `INSTALL_PACKAGES` permission, a user *never* has to go through the manual process to update an app he or she has downloaded from the Google Play Store or opt-in to allow the Google Play Store to automatically update apps; updating happens automatically, in the background, typically without the user ever knowing. This feature makes the Google Play Store updating process much more user friendly than the degraded experience users must endure to manually update an app downloaded from a user-installed non-Google app store.

**C. Google Could Reasonably Allow Non-Google App Stores To Bypass The Unknown Sources Flow Without Compromising Security**

Google could implement a system that allowed it to identify trustworthy developers and allow their apps to bypass the Unknown Sources Flow without compromising security. This process is known as “whitelisting.”

As an initial matter, [REDACTED]

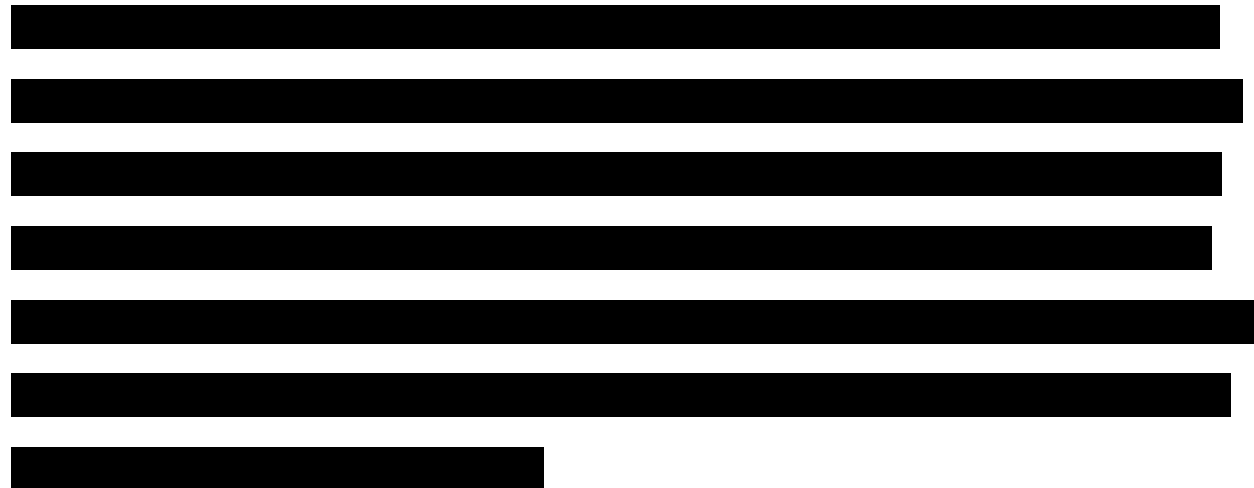
[REDACTED]

[REDACTED]

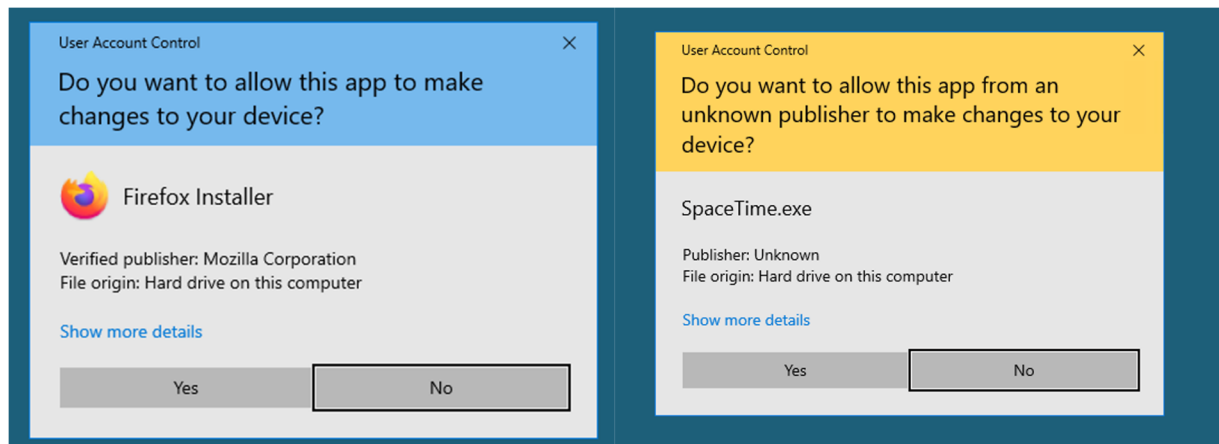
[REDACTED]

[REDACTED]

[REDACTED]

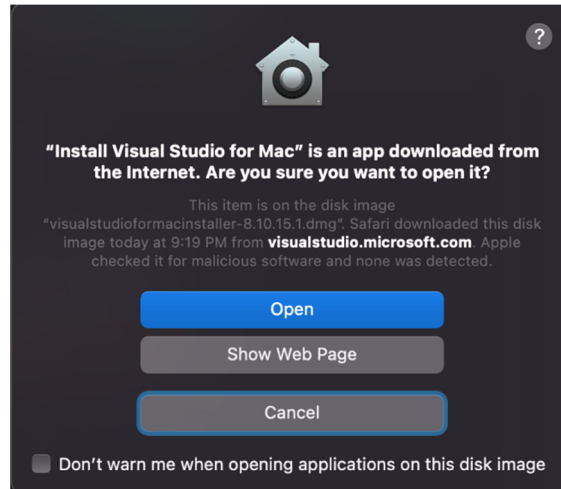


Moreover, other systems have implemented whitelisting processes to allow users to install apps from developers that have been vetted and display messages that indicate the source of the app is known and verified. For example, Microsoft<sup>18</sup> and Apple both provide similar attestation processes that allow developers to obtain a signed version of their app. Installing an app that has the appropriate signature displays different prompts than when an untrusted app is installed:



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<sup>18</sup> <https://docs.microsoft.com/en-us/windows/security/identity-protection/user-account-control/how-user-account-control-works>



In both instances, the verification of the publisher is achieved through the use of a digital signature that allows the user to cryptographically verify the identity of the publisher and allows the system to display more accurate prompts to the user. These signatures allow the user's computer to:

1. display the publisher's name to the user;
2. indicate that the publisher has gone through the necessary verification steps with either Apple or Microsoft; and
3. indicate that the app has not been modified since the developer published it.

The use of digital signatures to verify the authenticity of a particular package is not a novel concept, and in fact is already used by Google Android for different parts of the app distribution process<sup>19</sup> as well as many other systems to provide security to users.

Microsoft and Apple can set the requirements for these programs, can verify and confirm that the necessary credentials and processes are in place, and can manage this process at a significant scale. In fact, for Apple, *all* developers must go through a verification and validation

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<sup>19</sup> <https://developer.android.com/studio/publish/app-signing>

process to satisfy the Gatekeeper system within iOS. So not only is this whitelisting process possible and easy to implement, but it is also currently implemented in the real world by at least two major platform vendors.

Another mechanism for whitelisting apps would be to use the signature of the app itself. Google could implement a system where apps were submitted to Google and verified. That same, unmodified app package could then be distributed outside of the Play Store with Google verifying that the app was previously scanned.

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

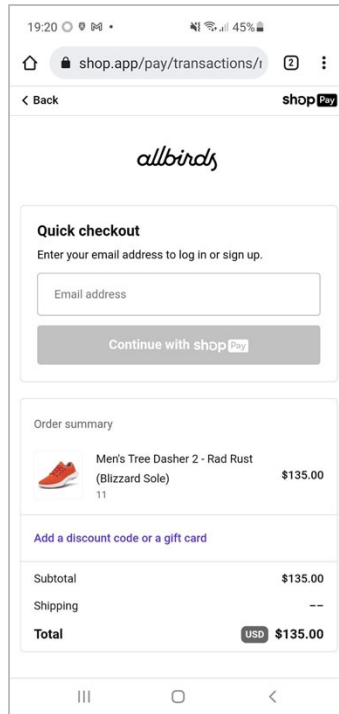
[REDACTED]

[REDACTED]

**V. THERE IS NO TECHNICAL REASON TO REQUIRE THE USE OF GOOGLE PLAY BILLING FOR IN-APP TRANSACTIONS OF DIGITAL GOODS**

Google inserts itself into the in-app transaction flow through the requirement that developers use Google Play Billing. Google's insertion of itself in the in-app transaction flow is technologically unnecessary. After a user has downloaded an app from the Google Play Store, neither Google nor its Play Store are necessary, as a matter of technological efficiency, to facilitate the purchase and distribution of in-app digital content between the developer and the consumer.

Use of Google Play Billing associated with in-app transactions can easily be separated from the Google Play Store. For example, Google's in-app purchase user interface displays the purchase information to the user, displaying a graphic, the price, and other information. This interface is identical to the experience provided by the Shop Pay interface in the mobile browser:



Moreover, companies have offered products and services for sale via the internet in a secure manner for decades without any connection to an app store. There are numerous companies and services that exist to facilitate the secure capture of payment information to purchase both physical and digital goods, including PayPal,<sup>20</sup> Braintree,<sup>21</sup> Stripe,<sup>22</sup>

<sup>20</sup> <https://www.paypal.com/us/webapps/mpp/paypal-checkout>

<sup>21</sup> <https://www.braintreepayments.com>

<sup>22</sup> <https://stripe.com>

Authorize.Net,<sup>23</sup> Shopify,<sup>24</sup> and others. While Google Play Billing does allow for users to save a payment method, so would any other payment network (*e.g.*, Shop Pay,<sup>25</sup> Pay with Amazon,<sup>26</sup> etc.). Moreover, the Payment Card Industry (PCI) regulates and standardizes the security of card data and transactions through their Data Security Standards (PCI-DSS). All merchants and service providers wishing to handle card transactions are required by the card networks to comply with these standards. All merchants and service providers wishing to handle card transactions are required to comply with these standards by the card networks.

Indeed, Google has recently announced a partnership with Stripe via Google's Firebase SDK for the purchase of physical goods,<sup>27</sup> further implying Google's acknowledgement of Stripe's payment security and capability for Android in-app purchases.

Depending on the level of investment that developers wish to make in their payment infrastructure, they can choose to handle more or less of the process internally. However, in the most straightforward setup, which is used by most merchants on the Internet and requires the least amount of investment, the payment system, such as Stripe or Authorize.net, handles steps 1 and 2 of the general in-app purchase steps introduced in Part III G and provides a notification to the merchant when payment is successful. The merchant is then able to handle fulfillment of the

<sup>23</sup> <https://www.authorize.net>

<sup>24</sup> <https://www.shopify.com>

<sup>25</sup> <https://www.shopify.com/partners/blog/shopify-android-buy-sdk>

<sup>26</sup> <https://paymentservices.amazon.com/docs/EN/23c.html>

<sup>27</sup> <https://firebase.google.com/products/extensions/stripe-firebase-stripe-payments>

order. In fact, this system is used currently to distribute both physical and digital goods outside of a mobile environment.

For example, the clothing retailer AllBirds uses ShopPay to process payment information on their website and the software vendor XK72 sells its network analysis software called Charles Proxy using a payment system called Paddle. These payment systems, among others, already have mobile friendly SDKs which could be used in apps on Google Android devices.<sup>28 29 30 31</sup> By inserting Google Play Billing as the sole payment system for in-app purchases of digital products, Google deprives developers of the opportunity to choose among other competing services.

## VI. CONCLUSION

For the reasons stated above, I conclude that (1) Google has imposed technological restraints that artificially restrict or inhibit consumer access to competitive app stores and to apps sold through competitive app stores or other distribution channels, and (2) there is no technical reason for Google to include its billing service product, Google Play Billing, in the flow of purchases made directly in apps that users have downloaded to their mobile device.

Douglas Craig Schmidt, Ph.D.:



Executed on February 28, 2022

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<sup>28</sup> <https://paddle.com/platform/in-app-purchase>

<sup>29</sup> <https://stripe.dev/stripe-android/>

<sup>30</sup> <https://github.com/paypal/android-checkout-sdk>

<sup>31</sup> <https://developer.authorize.net/api/reference/features/in-app.html>



## **EXHIBIT A**

## Dr. Douglas Craig Schmidt

Cornelius Vanderbilt Professor of Engineering  
Department of Electrical Engineering & Computer Science  
Vanderbilt University  
Nashville, TN 37203

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(TEL) 615-294-9573  
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## Educational Background

- **Ph.D. Computer Science**, summer 1994, University of California, Irvine  
Dissertation: “An Object-Oriented Framework for Experimenting with Alternative Process Architectures for Parallelizing Communication Subsystems.”  
Co-advisors: Dr. Tatsuya Suda and Dr. Richard W. Selby.
- **M.S. Computer Science**, summer 1990, University of California, Irvine, specializing in software engineering.
- **M.A. Sociology**, summer 1986, College of William and Mary, Williamsburg, Virginia  
Thesis: “A Statistical Analysis of University Resource Allocation Policies.”  
Advisor: Dr. Michael A. Faia.
- **B.A. Sociology**, summer 1984, College of William and Mary, Williamsburg, Virginia.

## Professional Experience

1. **7/1/18 – present: Associate Provost of Research Development and Technologies**  
Develop cohesive and sustainable information technology (IT) services to advance research and scholarship across Vanderbilt’s ten schools and colleges; develop scalable storage and processing solutions by leveraging on-campus and cloud data storage services, as well as creating big data research cores and core-related services; and implement NIST 800-171 compliant IT services.
2. **8/1/18 – present: Co-Director of the Vanderbilt Data Science Institute**  
Facilitate highly innovative research and education initiatives that build on Vanderbilt University’s current strengths, promote new collaborations, and establish a cohesive institutional framework that embraces Vanderbilt’s diverse campus, while establishing the university as a leader in data science research and education.
3. **2/17 – present: Cornelius Vanderbilt Professor of Engineering**  
Received an endowed chair in recognition of my scholarship, intellect, and leadership in the field of computer science and computer engineering.
4. **1/03 – present: Full Professor with tenure**  
Conducting research on patterns, optimizations, and experimental analysis of advanced generative software techniques that facilitate the development of distributed real-time and embedded middleware and model driven architectures running over high-speed networks and interconnects in the Department of Electrical Engineering and Computer Science at Vanderbilt University.
5. **02/16 – 7/31/18: Associate Chair of Electrical Engineering and Computer Science**  
Provide intellectual leadership within the EECS department. Coordinate with EECS Chair to assist in EE, CS, and CompE curriculum development and course staffing. Assist the faculty in building industry and federal programs for EECS. Assist the Chair in mentoring junior EECS faculty. Assist the EECS Chair in improving the ranking of the EECS programs. Assist the Chair in increasing the quality and number of undergraduate and graduate student applications to the EECS programs.
6. **12/04 – 1/16: Associate Chair of Computer Science and Engineering**  
Provide intellectual leadership within the CS program. Coordinate with EECS Chair to assist in CS and CompE (CS&E) curriculum development and course staffing. Assist the faculty in building industry and federal programs centered in CS&E and IT for EECS. Assist the Chair in mentoring

junior CS&E faculty. Assist the EECS Chair in improving the ranking of the CS&E programs. Assist the Chair in increasing the quality and number of undergraduate and graduate student applications to the CS&E programs.

7. **4/13 – 2/18: Member of the Board of Directors at Real-Time Innovations (RTI).**  
Work with the CEO and other members of the Board of Directors of RTI to help assess company technical and business strategy.
8. **1/12 – present: Visiting Scientist at the Software Engineering Institute**  
Assist the SEI Director's Office in formulating the SEI's technology strategy for R&D projects and external relationships by aligning the expertise of the SEI technical staff to identify and respond to the needs of sponsors, customers, and partners and help the SEI shape future innovations in complex software-reliant systems.
9. **7/11 – 7/13: Adjunct Professor of Software Engineering** in the Institute for Software Research in the School of Computer Science at Carnegie Mellon University.
10. **9/10 – 12/11: Deputy Director and Chief Technology Officer at the Software Engineering Institute (SEI)**  
Lead the formulation of the SEI's technology strategy for R&D projects and external relationships by aligning the expertise of the SEI technical staff to identify and respond to the needs of sponsors, customers, and partners and help the SEI shape future innovations in complex software-reliant systems.
11. **07/05 – 8/10: Visiting Scientist at the Software Engineering Institute**  
Assisted Linda Northrop and the Ultra-Large-Scale (ULS) Systems team to define the challenge problems, promising technology areas, and research roadmaps for the national R&D effort on building the software-reliant systems of the future that are likely to have billions of lines of code. This activity is defining a broad, multi-disciplinary research agenda for developing ULS systems of the future.
12. **06/09 – 8/10: Chief Technology Officer for Zircon Computing**  
Assisted in the strategic direction of Zircon Computing technology development in the areas of adaptive distributed computing middleware for high-performance and real-time applications. Help to formulate the technology strategy for open-source middleware platforms, R&D partnerships, and external relationships.
13. **6/07 – 8/07: Visiting Professor at Trinity College Dublin**  
Worked with Professor Vinny Cahill and the Distributed Systems Group at Trinity College on topics pertaining to service-oriented architectures and autonomic computing.
14. **10/06 – 5/09: Chief Technology Officer for PrismTechnologies**  
Assisted in the strategic direction of PrismTechnologies technology development in the areas of open-source middleware platforms and model-driven tools. Help to formulate the technology strategy for open-source middleware platforms and model-driven tools, R&D partnerships, and external relationships.
15. **3/02 – 12/02: Program Manager**  
Led the National effort on middleware as a Program Manager for over \$60 million dollars of funding at the DARPA Information Exploitation Office (IXO). Programs include Program Composition for Embedded Systems (PCES) and National Experimentation Platform for Hybrid and Embedded Systems (NEPHEST).
16. **9/01 – 3/02: Deputy Director**  
Served as the Deputy Director for the DARPA Information Technology Office (ITO), helping set and guide the National IT research and development agenda and manage programs on autonomous systems, network-centric command and control systems, combat systems, real-time avionics systems, distributed real-time and embedded systems, and augmented cognition for the U.S. Department of Defense.
17. **6/00 – 3/02: Program Manager**  
Led the National effort on middleware as a Program Manager for over \$60 million dollars of funding at the DARPA Information Technology Office (ITO). Programs included the Program Composition for Embedded Systems (PCES).

18. **6/01 – 6/02: Co-chair for the Software Design and Productivity (SDP) Coordinating Group**  
The SDP Coordinating Group formulates the multi-agency research agenda in fundamental software design for the Federal government's Networking and Information Technology Research and Development (NITR&D) Program, which is the collaborative IT research effort of the major Federal science and technology agencies.
19. **8/99 – 2002: Associate Professor with tenure**  
Conducted research on patterns, implementation, and experimental analysis of object-oriented techniques that facilitate the development of high-performance, distributed real-time and embedded computing systems on parallel processing platforms running over high-speed networks and embedded system interconnects in the Department of Computer Engineering at the University of California, Irvine.
20. **6/99 – 8/99: Associate Professor with tenure**  
Conducted research on patterns, implementation, and experimental analysis of object-oriented techniques that facilitate the development of high-performance, distributed real-time and embedded computing systems on parallel processing platforms running over high-speed networks and embedded system interconnects in the Department of Computer Science and the Department of Radiology at Washington University in St. Louis.
21. **6/98 – 6/99: Associate Professor without tenure (early promotion)**  
Conducted research on patterns, implementation, and experimental analysis of object-oriented techniques that facilitate the development of high-performance, distributed real-time and embedded computing systems on parallel processing platforms running over high-speed networks and embedded system interconnects in the Department of Computer Science and the Department of Radiology at Washington University in St. Louis.
22. **8/94 – 6/98: Assistant Professor**  
Conducted research on object-oriented patterns and techniques for developing highly extensible, high-performance communication frameworks in the Department of Computer Science and the Department of Radiology at Washington University in St. Louis.
23. **3/91 – 8/94: Research Assistant**  
Developed object-oriented frameworks for multi-processor-based communication subsystems with Professor Tatsuya Suda at the University of California, Irvine.
24. **6/90 – 11/90: Member of the Technical Staff**  
Worked as a software engineer for Independence Technologies, which was one of the largest suppliers of enterprise-level TUXEDO systems, providers of professional services, and developers of management and connectivity software to support OLTP environments.
25. **8/88 – 3/91: Research Assistant**  
Devised measurement-guided software development techniques for large-scale software systems with Professor Richard Selby at the University of California, Irvine.
26. **6/88 – 8/88: Research Assistant**  
Studied the impact of computing on end-users in forty U.S. city governments with Dr. John King and the URBIS project at the Public Policy Research Organization, University of California, Irvine.
27. **Summer of 87: Technical Intern**  
Worked with Dr. Peter G. W. Keen at the International Center for Information Technology, Washington D.C. on various projects, including software productivity, videotex, and smartcards.
28. **9/86 – 5/88: Teaching Assistant**  
Developed programming assignments, grading tools, and led recitation sessions for a number of undergraduate Computer Science courses at the University of California, Irvine.
29. **Summer of 86: Statistical Programmer**  
Programmed SPSS and SAS applications for the "Justice Delayed" project under the direction of Dr. Gene Flango at the National Center for State Courts, Williamsburg, Virginia.
30. **1/85 – 8/86: Research Assistant**  
Examined university resource allocation policies via statistical analysis under the direction of Dr. Michael Faia at the College of William and Mary, Williamsburg, Virginia.

## Publications

### In Print

#### • Refereed Journal Publications

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- J127 Alex Roehrs, Cristiano A. da Costa, Rodrigo R. Righi, Andre H. Mayer, Valter F. da Silva, Jose R. Goldim, and Douglas C. Schmidt, “Integrating Multiple Blockchains to Support Distributed Personal Health Records,” the *SAGE Health Informatics Journal*, April, 2021.
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- J120 Alex Roehrs, Cristiano Andre da Costa, Rodrigo da Rosa Righi, Valter Ferreira da Silva, Jose Roberto Goldim, and Douglas C. Schmidt, “Analyzing the Performance of a Blockchain-based Personal Health Record Implementation,” the *Journal of Biomedical Informatics*, Elsevier, volume 92, 2019.
- J119 Peng Zhang, Breck Stodghill, Cory Pitt, Cavan Briody, Douglas C. Schmidt, Jules White, Alan Pitt, and Kelly Aldrich, “OpTrak: Tracking Opioid Prescriptions via Distributed Ledger Technology,” the *International Journal of Information Systems and Social Change (IJISSC)*, Special Issue On: Blockchain Technology: Platforms, Tools, and Use Cases, IGI Global, Volume 10, Number 2, 2019.
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• **Refereed Workshop Publications**

- W74 Nick Guertin, Douglas C. Schmidt, and Harry Levinson, "Business and Organizational Impacts for Modular Flexible Ships," *Proceedings of the 2018 Design Sciences Series Workshop on Modular Adaptable Ships*, Washington DC, November 14-15, 2018.
- W73 Michael Walker, Abhishek Dubey, Aron Laszka, and Douglas C. Schmidt, "PlaTIBART: a Platform for Transactive IoT Blockchain Applications with Repeatable Testing," *Proceedings of the ACM/IFIP/USENIX 4th Workshop on Middleware and Applications for the Internet of Things*, December 2017, Las Vegas, USA.
- W72 Abhishek Dubey, Subhav Pradhan, Douglas C. Schmidt, Sebnem Rusitschka, and Monika Sturm, "The Role of Context and Resilient Middleware in Next Generation Smart Grids," *Proceedings of the 3rd Middleware for Context-Aware Applications in the IoT (M4IOT 2016) Workshop at the ACM/IFIP/USENIX Middleware 2016 Conference*, Dec 12 - 16, 2016, Trento, Italy.
- W71 Violetta Vylegzhanina, Douglas C. Schmidt, and Jules White, "Gaps and Future Directions in Mobile Security Research," *Proceedings of the Third International Workshop on Mobile Development Lifecycle*, Pittsburgh, PA, October 26th, 2015.
- W70 Violetta Vylegzhanina, Douglas C. Schmidt, Pamela Hull, Janice S. Emerson, Meghan E. Quirk, and Shelagh Mulvaney, "Helping Children Eat Well Via Mobile Software Technologies," *Proceedings of the Second International Workshop on Mobile Development Lifecycle*, October 21st, 2015, Portland, OR.
- W69 Jules White and Douglas C. Schmidt, "R&D Challenges and Emerging Softwares for Multicore Deployment/Configuration Optimization," *proceedings of the ACM Workshop on Future of Software Engineering Research (FoSER 2010)*, Santa Fe, NM, November 7-11, 2010.
- W68 Will Otte, Douglas C. Schmidt, and Aniruddha Gokhale, "Towards an Adaptive Deployment and Configuration Framework for Component-based Distributed Systems," *Proceedings of the 9th Workshop on Adaptive and Reflective Middleware (ARM 2010)* November 27, 2010, Bangalore India, collocated with Middleware 2010.
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- P11 John Kinnebrew, Nishanth Shankaran, Gautam Biswas, and Douglas Schmidt, “A Decision-Theoretic Planner with Dynamic Component Reconfiguration for Distributed Real-Time Applications,” Poster paper at the Twenty-First National Conference on Artificial Intelligence, July 16-20, 2006, Boston, Massachusetts.
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- E100 Tom Evans, Mike Gagliardi, Joe Kostial, Nicholas Reimer, and Douglas C. Schmidt, "Shifting from Software Sustainment to Software Engineering in the DoD," SEI Blog, November 30th, 2020.
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## Presentations

### Conference Presentations

1. "Mobile Applications Technology Overview," Digital Technologies in Cancer Research Workshop, Vanderbilt University, Nashville, TN, May 15th 2019.
2. "Website Applications Technology Overview," Digital Technologies in Cancer Research Workshop, Vanderbilt University, Nashville, TN, May 15th 2019.
3. "Producing and Delivering a Coursera MOOC on Pattern-Oriented Software Architecture for Concurrent and Networked Software," WaveFront forum at the SPLASH 2013 conference, Indianapolis, IN, October 29th, 2013.
4. "Addressing the Challenges of Tactical Information Management in Net-Centric Systems with the OMG Data Distribution Service (DDS)," the 16th International ACM Workshop on Parallel and Distributed Real-Time Systems (WPDRTS '08), Miami, Florida, April 14, 2008.
5. "The Design and Performance of Configurable Component Middleware for End-to-End Adaptation of Distributed Real-time Embedded Systems," proceedings of the 10th IEEE International Symposium on Object/Component/Service-oriented Real-time Distributed Computing (ISORC), May 7-9, 2007, Santorini Island, Greece.
6. "A Decision-Theoretic Planner for DRE Systems," 7th OMG Real-time/Embedded CORBA workshop, Arlington, VA, July 10-13, 2006.
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8. "Research Advances in Middleware for Distributed Systems: State of the Art," Computer Communications stream of the 17th IFIP World Computer Congress, Montreal, Canada, August 25-30, 2002.
9. "Towards Highly Configurable Real-time Object Request Brokers," the IEEE International Symposium on Object-Oriented Real-time Distributed Computing (ISORC), Washington DC, April 29 - May 1, 2002.
10. "Operating System Performance in Support of Real-time Middleware," Proceedings of the 7th IEEE Workshop on Object-oriented Real-time Dependable Systems, San Diego, CA, January, 2002.
11. "Designing an Efficient and Scalable Server-side Asynchrony Model for CORBA," Proceedings of the ACM SIGPLAN Workshop on Optimization of Middleware and Distributed Systems (OM 2001), Snowbird, Utah, June 18, 2001.
12. "DOORS: Towards High-performance Fault-Tolerant CORBA," Proceedings of the 2nd International Symposium on Distributed Objects and Applications (DOA '00), OMG, Antwerp, Belgium, September 2000.
13. "The Design and Performance of a CORBA Audio/Video Streaming Service," Proceedings of the 31st Hawaii International Conference on System Systems (HICSS), Hawaii, January, 1999, mini-track on Multimedia DBMS and the WWW, Hawaii, January 1999.
14. "Alleviating Priority Inversion and Non-determinism in Real-time CORBA ORB Core Architectures," Proceedings of the Fourth IEEE Real-Time Technology and Applications Symposium (RTAS), Denver, Colorado, June 3-5, 1998.
15. "Optimizing the Performance of the CORBA Internet Inter-ORB Protocol Over ATM," Proceedings of the 31st Hawaii International Conference on System Systems (HICSS), Hawaii, January, 1998. This was selected as the best paper in the Software Technology Track (188 submitted, 77 accepted).
16. "The Double-Checked Locking Pattern," *Proceedings of the 3rd annual Pattern Languages of Programming conference* in Allerton Park, Illinois, September 4-6, 1996.



17. "Acceptor and Connector: Design Patterns for Initializing Network Services," Proceedings of the EuroPLoP '96 conference, Kloster Irsee, Germany, July 10-14, 1996.
18. "Measuring the Performance of Communication Middleware on High-Speed Networks," Proceedings of SIGCOMM '96, ACM, San Francisco, August 28-30th, 1996.
19. "Design and Performance of an Object-Oriented Framework for High-Speed Electronic Medical Imaging," Proceedings of the 2<sup>nd</sup> Conference on Object-Oriented Technologies and Systems (COOTS), USENIX, Toronto, June 18-22, 1996.
20. "A Family of Design Patterns For Flexibly Configuring Network Services in Distributed Systems," Proceedings of the International Conference on Configurable Distributed Systems, IEEE, Annapolis, Maryland, May 6-8, 1996.
21. "Using Design Patterns to Develop High-Performance Object-Oriented Communication Software Frameworks," Proceedings of the 8<sup>th</sup> Annual Software Technology Conference, Salt Lake City, Utah, April 21-26, 1996.
22. "An Object-Oriented Framework for High-Performance Electronic Medical Imaging," Proceedings of the *Very High Resolution and Quality Imaging* mini-conference at the Symposium on Electronic Imaging in the International Symposia Photonics West 1996, SPIE, San Jose, California USA, January 27 - February 2, 1996.
23. "Half-Sync/Half-Async: A Pattern for Efficient and Well-structured Concurrent I/O," *Proceedings of the 2<sup>nd</sup> Pattern Languages of Programs Conference* Monticello, Illinois, September 6-8, 1995.
24. "Acceptor and Connector: Design Patterns for Actively and Passively Initializing Network Services." Workshop on Pattern Languages of Object-Oriented Programs at ECOOP '95, August 7 - 1, 1995, Aarhus, Denmark.
25. "Object-Oriented Components for High-speed Network Programming," *Proceedings of the Conference on Object-Oriented Technologies (COOTS)*, USENIX, June 26-29, 1995 Monterey, California, USA, pp. 21-38.
26. "Experience Using Design Patterns to Evolve Communication Software Across Diverse OS Platforms," *Proceedings of the 9<sup>th</sup> European Conference on Object-Oriented Programming (ECOOP)*, ACM, Aarhus, Denmark, August, 1995,.
27. "Measuring the Performance of Parallel Message-based Process Architectures," *Proceedings of the INFOCOM Conference on Computer Communications*, IEEE, Boston, MA, April, 1995, pp. 624-633.
28. "High-Performance Event Filtering for Dynamic Multi-point Applications," Proceedings of the 1<sup>st</sup> Workshop on High Performance Protocol Architectures (HIPARCH), INRIA, Sophia Antipolis, France, December, 1994, p 1-8.
29. "Flexible Configuration of High-Performance Object-Oriented Distributed Communication Systems," 9<sup>th</sup> OOPSLA Conference, *invited paper to the Workshop on Flexibility in Systems Software*, ACM, Portland, Oregon, October, 1994, pp. 1-4.
30. "Performance Experiments on Alternative Methods for Structuring Active Objects in High-Performance Parallel Communication Systems," 9<sup>th</sup> OOPSLA Conference, *poster session*, ACM, Portland, Oregon, October, 1994, pp. 1-12.
31. "Measuring the Impact of Alternative Parallel Process Architectures on Communication Subsystem Performance," *Proceedings of the Proceedings of the 4<sup>th</sup> International Workshop on Protocols for High-Speed Networks*, IFIP, Vancouver, British Columbia, August, 1994, pp. 103-118.
32. "Reactor: An Object Behavioral Pattern for Concurrent Event Demultiplexing and Dispatching," *Proceedings of the 1<sup>st</sup> Annual Conference on the Pattern Languages of Programs*, Monticello, Illinois, August, 1994, pp. 1-10.
33. "Experiences with an Object-Oriented Architecture for Developing Dynamically Extensible Network Management Software," *Proceedings of the Globecom Conference*, IEEE, San Francisco, California, November, 1994, pp. 1-7.
34. "Configuring Function-based Communication Protocols for Distributed Applications," *Proceedings of the 8<sup>th</sup> International Working Conference on Upper Layer Protocols, Architectures, and Applications*, IFIP, Barcelona, Spain, June 1-3, 1994, pp. 361-376.

35. "The ADAPTIVE Service Executive: An Object-Oriented Architecture for Configuring Concurrent Distributed Communication Systems," *Proceedings of the 8<sup>th</sup> International Working Conference on Upper Layer Protocols, Architectures, and Applications*, IFIP, Barcelona, Spain, June 1-3, 1994, pp. 163-178.
36. "ASX: An Object-Oriented Framework for Developing Distributed Applications," *Proceedings of the 6<sup>th</sup> C++ Conference*, USENIX, Cambridge, Massachusetts, April, 1994, pp. 200-220.
37. "The Service Configurator Framework: An Extensible Architecture for Dynamically Configuring Concurrent, Multi-service Network Daemons," *Proceedings of the 2<sup>nd</sup> International Workshop on Configurable Distributed Systems*, IEEE, Pittsburgh, PA, March 21-23, 1994, pp. 190-201.
38. "Tools for Generating Application-Tailored Multimedia Protocols on Heterogeneous Multi-Processor Platforms," *Proceedings of the 2<sup>nd</sup> Workshop on High-Performance Communications Subsystems*, IEEE, Williamsburg, Virginia, September 1-3, 1993, pp. 1-7.
39. "A Framework for Developing and Experimenting with Parallel Process Architectures to Support High-Performance Transport Systems," *Proceedings of the 2<sup>nd</sup> Workshop on High-Performance Communications Subsystems*, IEEE, Williamsburg, Virginia, September 1-3, 1993, pp. 1-8.
40. "ADAPTIVE: a Framework for Experimenting with High-Performance Transport System Process Architectures," *Proceedings of the 2<sup>nd</sup> International Conference on Computer Communications and Networks*, ISCA, San Diego, California, June 28-30, 1993, pp. 1-8.
41. "ADAPTIVE: A Flexible and Adaptive Transport System Architecture to Support Lightweight Protocols for Multimedia Applications on High-Speed Networks," *Proceedings of the 1<sup>st</sup> Symposium on High Performance Distributed Computing*, IEEE, Syracuse, New York, September 9-11, 1992, pp. 174-186.
42. "GPERF: A Perfect Hash Function Generator," *Proceedings of the 2<sup>nd</sup> C++ Conference*, USENIX, San Francisco, California, April 9-11, 1990, pp. 87-102.

#### Invited Talks

1. "Architecting the Systems of the Future: A Research Agenda," invited keynote talk at the Doctoral Symposium for the 22nd ACM/IFIP International Conference on Middleware, December 6th, 2021.
2. "Cyber- and Physical-Security Risks," Southern Illinois University course on Domestic Terrorism, July 22nd, 2021.
3. "Architecting the Future of Software Engineering," invited keynote talk at the 16th International Conference on Software Technologies, July 8th, 2021.
4. "Challenges of Certifying Adaptive Dynamic Computing Environments," ARLIS Workshop, January 28th, 2021.
5. "Cyber-Security and You: Practicing Safe Surfing on the Internet," the National Active and Retired Federal Employees (NARFE) chapter, Nashville TN, January 13th, 2021.
6. "Challenges of Certifying Adaptive Dynamic Computing Environments," DARPA/SEI Software Engineering Grand Challenges and Future Visions Workshop, December 1st, 2020.
7. "Surveillance Capitalism and You," invited talk at the Southeast Science Boot Camp, Nashville, TN, May 29th, 2019.
8. "Diversify Sponsorship of Your Research: Getting Funding from the Department of Defense," Office of Research Development and Support Workshop, October 22nd, 2018, Nashville, TN.
9. "Surveillance Capitalism and You," invited talk at the Memorizing the Future: Collecting in the 21st Century Conference, Nashville, TN, October 6th, 2018.
10. "Aligning Incentives to Enable More Effective Organic Software Infrastructure for the DoD," DoD Organic Software Infrastructure Workshop, Arlington VA, August 13th, 2018.
11. "The Blockchain: What It is and Why It Matters to Us," Transforming Dermatology in the Digital Era, Memorial Sloan Kettering Cancer Center, October 25, 2018, NY, NY, USA.
12. "Aligning Incentives to Enable Modular Open Software for DoD Combat Systems," Modular Open Systems Summit, May 1st, 2018, Washington DC.

13. "The Blockchain: What It is and Why It Matters to Us," Society of Women Engineers, Vanderbilt University, March 14th, 2018.
14. "The Blockchain: What It is and Why It Matters to Us," Invited keynote at the Workshop on Middleware and Applications for the Internet of Things, (co-located with the 2017 Middleware conference in Las Vegas, USA), December 11th and 12th, 2017.
15. "The Blockchain: What It is and Why It Matters," Vanderbilt University, Nashville, TN, November 28th, 2017.
16. "The Blockchain: What It is and Why It Matters," INTERFACE Nashville conference, Nashville, TN, August 24th, 2017.
17. "Applying Blockchain to Healthcare Systems," panel presentation at the Siemens Blockchain Conference, Nuremburg, Germany, May 10th, 2017.
18. "A Primer on Big Data," Vanderbilt University Board of Trust meeting, April 21st, 2017, Nashville TN.
19. "The Past, Present, and Future of MOOCs and Their Importance for Software Engineering," Distinguished Lecture, University of Illinois Chicago, Chicago, IL, November 18th, 2016.
20. "Agility-at-Scale for Safety- and Mission-Critical Industrial-Scale Systems," INFORMS Annual Conference, Nashville, TN November 13th, 2016.
21. "Product Line Architectures for Open System Architectures," Varian, Winnipeg, Canada, October 7th, 2016.
22. "Agility-at-Scale for Safety- and Mission-Critical Industrial-Scale Systems," Siemens Architecture Workshop, Tarrytown, NY, September 27th, 2016.
23. "Product Line Architectures for Oncology Treatment Services," Varian, Palo Alto, CA, September 16th, 2016.
24. "Innovation and Speed: The Rise of Open Systems," the United States Technology Leadership Council, Reston, VA, August 24th, 2016.
25. "Elastic Software Infrastructure to Support the Industrial Internet," the Siemens CPS Workshop, Munich, Germany, August 1st, 2016.
26. "Challenges of Certifying Adaptive Dynamic Computing Environments," Workshop on Safety And Control for AI, Sponsored by the White House Office of Science and Technology Policy and Carnegie Mellon University, Pittsburgh, PA, June 28th, 2016.
27. "Keeping an Unfair Advantage in a Globalized and Commoditized World," Raytheon Symposium, Tucson, AZ, May 5th, 2016.
28. "Towards Technical Reference Frameworks to Support Open System Architecture Initiatives," Office of the Secretary of Defense (OSD) System of Systems Engineering Collaborators Information Exchange, December 15th 2015.
29. "Enterprise System of Systems Engineering (SoSE) Integration and Innovation," presentation at the US Marine Corp Business Management Association meeting, Quantico, VA, December 10th, 2015.
30. "An Architecture Grand Challenge: DOD's push for Open Systems Architecture," panel presentation at the Software Solutions Conference, Crystal City, VA, November 17th, 2015.
31. "Elastic Software Infrastructure to Support the Industrial Internet," the Siemens CPS Workshop, Munich, Germany, September 29th, 2015.
32. "An Overview of Mobile and mHealth Activities at ISIS and Vandy EECS," Patient Engagement Emerging Technologies, Vanderbilt University, Nashville, TN, August 10, 2015.
33. "Mobile Cloud Computing with Android," Google I/O, Mercury Intermedia Systems, Nashville, TN, May 28th, 2015.
34. "An Architecture Grand Challenge: DOD's push for Open Systems Architecture," panel presentation at the SATURN 2015 Conference, Baltimore, MD, April 27th, 2015.
35. "Elastic Software Infrastructure to Support Computing Clouds for Cyber-Physical Systems," Distinguished Lecture, Texas A&M, April 27th, 2015.

36. "Elastic Software Infrastructure to Support Computing Clouds for Cyber-Physical Systems", Boeing Distinguished Researcher And Scholar Seminar (B-DRASS) series, March 20th, Huntington Beach, CA.
37. "Elastic Software Infrastructure to Support Computing Clouds for Cyber-Physical Systems," Distinguished Lecture, University of California, Irvine, February 27th, 2015.
38. "Elastic Software Infrastructure to Support Computing Clouds for Cyber-Physical Systems," Varian, Palo Alto, CA, January 15th, 2015.
39. "Keeping an Unfair Advantage in a Globalized and Commoditized World," Open Architecture Summit, Washington DC, November 4th, 2014.
40. "Proposal for a Professional Masters degree in Computer Science," invited talk at Vanderbilt University School of Engineering's Board of Visitor's meeting, October 10th, 2014.
41. "The Past, Present, and Future of Open System Architecture Initiatives," invited keynote at the Future Airborne Capabilities Environment meeting, Nashville, TN, September 24th.
42. "Future Proofing Research and Development Investments in a Globalized, Commoditized World," Boeing Technical Excellence Conference, May 20th, 2014, St. Louis, MO.
43. "Elastic Software Infrastructure to Support the Computing Clouds for Cyber-Physical Systems (CC4CPS)," Securboracion Conference, November 12th, 2013, Melbourne, Florida.
44. "The Importance of Automated Testing in Open Systems Architecture Initiatives," Open Architecture Summit, November 12th, 2013, Washington DC.
45. Conference on Cloud and Mobile Computing, Siemens Corporate Research, Princeton, NJ, November 5th, 2013.
46. "Overview of the Technology Entrepreneurship Task Force," Innovation, Imagination, and Introductions: A Conversation with Entrepreneurs, Vanderbilt University, October 24th, 2013.
47. "Producing and Delivering a Coursera MOOC on Pattern-Oriented Software Architecture for Concurrent and Networked Software," Vanderbilt University's Faculty Senate committee on Strategic Planning and Academic Freedom, October 23rd, 2013.
48. "Elastic Software Infrastructure to Support the Industrial Internet," RTI Webinar series, October 23rd, 2013.
49. "The Importance of Applying Agility to DoD Software Initiatives," IEEE Computer Society Lockheed Martin webinar series, October 10th, 2013.
50. "Technology Entrepreneurship Task force: Charter and Progress Update," Vanderbilt University School of Engineering Board of Visitors meeting, October 4th, 2013.
51. "Stochastic Hybrid Systems Modeling and Middleware-enabled DDDAS for Next-generation USAF Combat Systems," AFOSR DDDAS PI meeting, Arlington, VA, October 1st, 2013.
52. "Producing and Delivering a Coursera MOOC on Pattern-Oriented Software Architecture for Concurrent and Networked Software," WithIT seminar, Vanderbilt University, September 12th, 2013.
53. "Applying Agility to the US Department of Defense Common Operating Platform Environment Initiatives," Interoperable Open Architecture conference, Washington DC, September 11th, 2013.
54. "Software Infrastructure Support of Computing Clouds for Cyber-Physical Systems," invited talk at Real-Time Innovations, July 31st, 2013, Sunnyvale, California.
55. "Introduction to the Institute for Software Integrated Systems," Nashville Entrepreneur Center, July 15th, 2013.
56. "Surviving the Coursera Digital Learning Experience," Coursera-in-TN Conference, Vanderbilt University, Nashville, TN, June 24th, 2013.
57. "Quo Vadis ISORC?," Panel presentation at ISORC 2013 Conference, June 19th, 2013, Paderborn, Germany.
58. "Software Infrastructure Support of Computing Clouds for Cyber-Physical Systems," invited keynote for ISORC 2013 Conference, June 19th, 2013, Paderborn, Germany.
59. "Towards Programming Models and Paradigms for Computing Clouds that Support Cyber-Physical Systems," NSF Workshop on Computing Clouds for Cyber-Physical Systems, March 15th, 2013, Ballston, VA.

60. "Built to Last: Planning Your Career as an Engineer," STEM contest on Securing Cyber Space, Brentwood High School, March 9th, 2013, Nashville, TN.
61. "Experience with Digital Learning and MOOCs at Vanderbilt," Nashville, TN, Feb 22nd, 2013.
62. "Software Design: Is It Really Better to Look Good Than to Feel Good?," World IA Day, Nashville, TN, Feb 9th, 2013.
63. "Pattern-Oriented Software Architectures: Patterns and Frameworks for Concurrent and Networked Software," PhreakNIC 2012, Murfreesboro, TN, November 9th, 2012.
64. "Applying Agility to the US Department of Defence Common Operating Platform Environment Initiatives," Interoperable Open Architecture 2012, 29 - 31 October, 2012, London, UK.
65. "Open System Architectures: Challenges and Success Drivers," OA Summit conference, Washington, DC, October 18th, 2012.
66. "Dependable Computing Clouds for Cyber-Physical Systems," Dependability Issues in Cloud Computing Workshop, October 11th, 2012, Irvine, CA.
67. "Computing Clouds for Cyber-Physical Systems," Reliable Cloud Infrastructure for CPS Applications Workshop, October 8th, 2012, Irvine, CA.
68. "Common Operating Platform Environments: Challenges and Success Drivers," Navy Open Systems Architecture workshop, Ballston, VA, September 27th, 2012.
69. "Meeting the Challenges of Enterprise Distributed Real-time and Embedded Systems," talk for Honeywell Aerospace, September 21, 2012.
70. "Architecture-Led Iterative and Incremental Development for Common Operating Platform Environments," NITRD Software Design and Productivity meeting, National Coordination Office, Ballston, VA, July 13th, 2012.
71. "Cyber-physical multi-core Optimization for Resource and cache effectS," Software-Intensive Systems Producibility workshop, Arlington VA, June 5th, 2012.
72. "Applying Agility to DoD Common Operating Platform Environment Initiatives", SEI Agile Research Forum, May 22nd, 2012.
73. "Meeting the Challenges of Enterprise Distributed Real-time and Embedded Systems," keynote talk at the SATURN Conference 2012 May 7-11, 2012, St. Petersburg, FL.
74. "Reflections on 20 Years of Architecture for Distributed Real-time and Embedded Systems," SATURN Conference 2012 May 7-11, 2012, St. Petersburg, FL.
75. "US Naval Open Systems Architecture Strategy," SATURN Conference 2012 May 7-11, 2012, St. Petersburg, FL.
76. "Towards Open Systems Architectures for Distributed Real-time and Embedded Systems," The Center for Embedded Systems for Critical Applications, Annual Workshop, Virginia Tech, Blacksburg, VA April 21st, 2012.
77. "Overview of the SEI Strategic Research Plan," ASD(R&E) Annual Program Review, December 7th, 2011, Pittsburgh, PA.
78. "Overview of the SEI Strategic Research Plan," Acquisition Support Program meeting, November 16th, 2011, Pittsburgh, PA.
79. "Conducting Leading-Edge Software R&D in a Globalized, Commoditized World," NITRD Software Design and Productivity meeting, National Coordination Office, Ballston, VA, November 3rd, 2011.
80. "A Technical Assessment of Open Architecture Systems for Military Use," Interoperable Open Architecture, 26th-28th October 2011, London, UK.
81. "Conducting Leading-Edge Software R&D in a Globalized, Commoditized World," Technovation 2011, Carnegie Mellon University, September 29th, 2011.
82. "CTO Report," SEI Board of Visitors Meeting, Arlington, VA, September 27th, 2011.
83. "Overview of the SEI Strategic Research Plan," Joint Advisory Committee Meeting, Arlington, VA, September 26th, 2011.



84. "Successful Development Efforts: Standards, People, & Culture: The Enterprise Perspective," Software Assurance (SwA) Forum, September 16th, 2011, Arlington, VA.
85. "Ultra-Large-Scale (ULS) Cyberphysical Systems and Their Impact on Technology and Society," University of Salzburg, June 30th, 2011, Salzburg, Austria.
86. "Ultra-Large-Scale (ULS) Cyberphysical Systems and Their Impact on Technology and Society," ARTEMIS conference, June 29th, 2011, Linz, Austria.
87. "Ultra-Large-Scale Systems and Their Impact on the DoD," Systems and Software Technology Conference Committee, keynote presentation at the 23rd Systems and Software Technology Conference, May 16-19, 2011, Salt Lake City, Utah.
88. "Ultra-Large Scale Systems and their Impact on Technology and Society," keynote presentation at the International Symposium on Object-Oriented Real-time Distributed Computing<sub>i</sub>/A<sub>i</sub> (ISORC), Newport Beach, CA, March 29th, 2011.
89. "Software-reliant Systems Research at the Software Engineering Institute," Raytheon, Sudbury, MA, March 10, 2011.
90. "Review of COE Practices," US Army Senior Leadership Education Program, Pittsburgh, PA, January 20th, 2011.
91. "Software Producibility for Defense," US Army Senior Leadership Education Program, Pittsburgh, PA, January 18th, 2011.
92. "SEI Research: The Shape of Things to Come," ASP Meeting, Software Engineering Institute, Pittsburgh, PA, December 9th, 2010.
93. "R&D at ASP," ASP Air Force Training Day, Software Engineering Institute, Pittsburgh, PA, December 9th, 2010.
94. "Software-reliant Systems Research at the Software Engineering Institute," Siemens Corporate Research, Princeton, NJ, November 22nd, 2010.
95. "Taming the Complexity of Software-Reliant Systems," Software Engineering Process Group conference, Colombia, South America, November 11th, 2010.
96. "SEI Technical Presentations," Joint Advisory Committee Meeting, Arlington, VA, October 26th, 2010.
97. "SEI Research: The Shape of Things to Come," ASP Meeting, Software Engineering Institute, Pittsburgh, PA, October 20th, 2010.
98. "SEI Research: The Shape of Things to Come," SEPM Meeting, Software Engineering Institute, Pittsburgh, PA, October 19th, 2010.
99. "Strategic Directions for Research at the SEI," RTSS Offsite Meeting, Pittsburgh, PA, October 12th, 2010.
100. "The World is Flat and What You Can Do About It," Family Weekend, October 9th, 2010, Vanderbilt University.
101. "SEI Research: The Shape of Things to Come," SEI Board of Visitor's Meeting, Arlington, VA, September 28th, 2010.
102. "SEI Research: The Shape of Things to Come," PD&T Meeting, Software Engineering Institute, Pittsburgh, PA, September 20th, 2010.
103. "Introduction and Initial Thoughts," RTSS Meeting, Software Engineering Institute, Pittsburgh, PA, August 19th, 2010.
104. "The Impact of Ultra-Large-Scale Systems on DoD Operations," Congressional R&D Caucus, Rayburn Building, Washington DC, January 19th, 2010.
105. "The World is Flat and What You Can Do About It," Explorers meeting, January 12th, 2010, Vanderbilt University.
106. "Expectations for University - Industry Collaborative Research in CPS," Computing Community Consortium Workshop on New Forms of Industry-Academy Partnerships in CPS Research, George Mason University, May 19th, 2009.
107. "How Good is Your SOA?," Panel presentation at the AFRL QED PI meeting, April 28th, 2009, Washington DC.

108. "The World is Flat and What You Can Do About It," ES 140, Computer Science module, October 31st, 2008, Vanderbilt University.
109. "Meeting the Challenges of Ultra-Large-Scale Distributed Real-time and Embedded Systems with QoS-enabled Middleware and Model-Driven Engineering," Panel on Growing and Sustaining Ultra Large Scale (ULS) Systems, OOPSLA 2008, Nashville TN, October 21-23 2008.
110. "The World is Flat and What You Can Do About It," Family Weekend Faculty Lecture, Vanderbilt University, October 3rd, 2008.
111. "The World is Flat and What You Can Do About It," Senior Design Seminar, Vanderbilt University, September 17th, 2008.
112. "The World is Flat and What You Can Do About It," CS WithIT Seminar, Vanderbilt University, September 11th, 2008.
113. "The Managed Motorway: Real-time Vehicle Scheduling - A Research Agenda," Qualcomm, July 28th, 2008, San Diego, CA.
114. "Meeting the Challenges of Mission-Critical Distributed Event-Based Systems with QoS-enabled Middleware and Model-Driven Engineering," 2nd International Conference on Distributed Event-Based Systems (DEBS), Rome Italy, July 2-4, 2008.
115. "Meeting the Challenges of Distributed Real-time and Embedded Systems with QoS-enabled Middleware and Model-Driven Engineering," SPAWAR, April 29th, 2008.
116. "Meeting the Challenges of Distributed Real-time and Embedded Systems with QoS-enabled Middleware and Model-Driven Engineering," Northrop Grumman, Boulder Colorado, April 25th, 2008.
117. "Experimentation Environment for QED," AFRL Information Management PI Meeting, April 16 2008, Georgetown, Washington, DC.
118. "Adaptive System Infrastructure for Ultra-Large-Scale Systems," SMART Conference, Carnegie Mellon University, March 6th, 2008.
119. "Experimentation Environment for QED", Air Force Research Lab, Rome, NY, March 4th, 2008.
120. "Ultra-Large-Scale (ULS) Systems and their Impact on Technology and Society," Clemson University, January 31st, 2008.
121. "Meeting the Challenges of Ultra-Large-Scale Distributed Real-time and Embedded Systems with QoS-enabled Middleware and Model-Driven Engineering, invited keynote talk at Middleware 2007, Irvine, CA, November 29th, 2007.
122. "The World is Flat and What You Can Do About It," Senior Design Seminar, Vanderbilt University, November 14th, 2007.
123. "Technology Candidates for QED," AFRL retreat, Minnowbrook, NY, October 23, 2007.
124. "Overview of ISIS and Proposed IU/CRC R&D Projects," Crystal City, VA, October 19th, 2007.
125. The Future of CORBA for Distributed Real-time and Embedded Systems, International Conference on Accelerator and Large Experimental Physics Control Systems, October 17, 2007, Knoxville, TN.
126. "AF-TRUST: Project Overview," Air Force Scientific Advisory Board review, Rome, NY, October 15th, 2007.
127. "Meeting the Challenges of Distributed Real-time and Embedded Systems with Product-Line Architectures," August 1st, 2007, Trinity College, Dublin, Ireland.
128. "Model Driven Engineering of Product-Line Architectures for Distributed Real-time and Embedded Systems," July 5th, 2007, University of Limerick, Ireland.
129. "Meeting the Challenges of Mission-Critical Systems with Middleware and Model Driven Engineering", OMG Technical Meeting, June 27, 2007, Brussels, Belgium.
130. Meeting the Challenges of Ultra-Large-Scale Distributed Real-time and Embedded Systems with Model-Driven Engineering, June 19, 2007, Trinity College, Dublin.
131. Strategic Technology Positioning, PrismTechnologies "Middleware Fest", June 14, 2007, Newcastle, UK.
132. "Hurdles for Wireless Communication Systems R&D and Some Ways to Overcome Them," OSD Workshop on Wireless Communication Systems, Rosslyn, VA, May 22nd, 2007.



133. "The World is Flat from a Computer Scientists Point of View," Vanderbilt University Commencement talk, May 10th, 2007.
134. Meeting the Challenges of Ultra-Large-Scale Distributed Real-time and Embedded Systems, invited keynote at the the 10th IEEE International Symposium on Object/Component/Service-oriented Real-time Distributed Computing, May 7-9, 2007, Santorini Island, Greece.
135. "Enhanced QoS for the GIG," AFRL JBI PI meeting, Georgetown, DC, April 24, 2007.
136. "Meeting the Challenges of Ultra-Large-Scale Distributed Real-time and Embedded Systems," Invited keynote at the 15th International Workshop on Parallel and Distributed Real-Time Systems (WDPRTS), March 26-27, 2007, Long Beach, California.
137. "The CORBA C++ Mapping: Beyond Repair?," OMG Meeting, San Diego, CA, March 27th, 2007.
138. "Meeting the Challenges of Ultra-Large-Scale Systems via Model-Driven Engineering," Distinguished Lecturer Series, Florida International University, Miami, Florida, Feb 2, 2007.
139. Model Driven Engineering and QoS-enabled Component Middleware for DRE Systems, Invited talk at the European Space Agency Operations Center, Darmstadt, Germany, Wednesday January 24, 2007.
140. "Software Wind Tunnel (SWiT) Concept of Operations and System Architecture", AFRL Software and Systems Test Track workshop, Arlington, VA, January 19, 2007.
141. "Latest Breakthroughs in SDR Software Development Using Model Driven Technologies," Rockwell Collins, Cedar Rapids, IA, December 14th, 2006.
142. "Educating the DoD Workforce in a Flat World," 2006 Raytheon Integrated Defense Systems' SW Engr. Directorate Off-Site Meeting, New Castle, New Hampshire, December 7, 2006.
143. "The Ultra Challenge: Software Systems Beyond Big," panelist at OOPSLA 2006, October, 2006, Portland, OR.
144. "Software Wind Tunnel (SWiT) Architecture," AFRL Software and Systems Test Track Workshop, Cherry Hill, NJ, October 2nd, 2006.
145. "The World is Flat and What You Can Do About it," Vanderbilt University, September 12th, 2006.
146. "The World is Flat and What You Can Do About it," Vanderbilt University, September 8th, 2006.
147. "Meeting the Challenges of Ultra-Large-Scale Systems via Model-Driven Engineering," Network-Centric Operations Industry Consortium, Reston, VA, August 2nd 2006.
148. Model Driven Architecture Roundtable, invited panelist at the Software Engineering Institute, Pittsburgh, PA, June 1st, 2006.
149. "Enhanced QoS for the GIG," AFRL JBI PI meeting, Tysons Corner, VA, April 11, 2006.
150. "Model Driven Engineering for Distributed Real-time and Embedded Systems," Distinguished Lecturer Series talk at Colorado State University, Ft. Collins, CO, April 10, 2006.
151. "Win-Win Partnership of Academia and Industry: Why Should We Care? Where Is Our Common Future?" invited panelist at the 12th IEEE Real-Time and Embedded Technology and Applications Symposium April 6, 2006, San Jose, California.
152. "Meeting the Challenges of Ultra-Large-Scale Real-time Systems," invited keynote at the IEEE Real-Time and Embedded Technology and Applications Symposium April 5, 2006, San Jose, California.
153. "Model-driven Development for Distributed Real-time and Embedded Systems," ACM Meeting at Middle Tennessee State University, March 7th, 2006.
154. "Real-time, Scalable, and Secure Information Management for the GIG," Scientific Advisory Board Meeting, Rome, NY, November 16th, 2005.
155. "Real-time, Scalable, and Secure Information Management for the GIG," Airforce Research Lab, Rome, NY, November 3rd, 2005.
156. "Model-driven Development for Distributed Real-time and Embedded Systems," Distinguished Speaker Talk at BBN Technologies, Cambridge, MA, October 27, 2005.

157. "Challenges and Research Areas for QoS-enabled Information Management in Tactical Systems of Systems," AFRL Minnowbrook Workshop, Adirondack Mountains, NY, October 21st, 2005.
158. "Model-driven Development for Distributed Real-time and Embedded Systems," Invited keynote at MODELS 2005, ACM/IEEE 8th International Conference on Model Driven Engineering Languages and Systems, Half Moon Resort, Montego Bay, Jamaica, October 5-7, 2005.
159. "The World is Flat and What You Can Do About it," CS WithIT Seminar, Vanderbilt University, September 22, 2005.
160. "Why Software Reuse has Failed and How to Make it Work for You," Motorola 2005, Symposium on Software, Systems, and Simulation, Schaumburg, IL, September 16th, 2005.
161. "Pattern-Oriented Software Architecture," 12th Pattern Language of Programming Conference, Allerton Park, Illinois, September 7-10, 2005.
162. "Model-Driven Development of Distributed Real-time and Embedded Systems," 12th Pattern Language of Programming Conference, Allerton Park, Illinois, September 7-10, 2005.
163. "Model-driven Development for Distributed Real-time and Embedded Systems," Siemens Corporate Research, Princeton, NJ, August 26th.
164. "Model-driven QoS Provisioning for Real-time CORBA and CCM DRE Systems," 6th OMG Real-time/Embedded CORBA workshop, Washington DC, July 11-14, 2005.
165. "A Proposed R&D Agenda for the Software Technology Laboratory," Lockheed Martin Advanced Technology Lab, Cherry Hill, NJ, June 28th, 2005.
166. "Model-Driven Development of Product-Line Architectures for DRE Systems," 11th Siemens Software Architecture Improvement Group (SAIG), Buffalo Grove, IL June 22, 2005.
167. "Business Drives for Platforms," panel at the 11th Siemens Software Architecture Improvement Group (SAIG), Buffalo Grove, IL June 22, 2005.
168. "Model Driven Development for Distributed Real-time and Embedded Systems," Lockheed Martin Advanced Technology Lab, Cherry Hill, NJ, June 15th, 2005.
169. "Approaches for Supporting Real-time QoS in JBI," JBI PI Meeting, Washington DC, May 24th, 2005.
170. "Overcoming Hurdles of Software Producibility," OSD, Software Producibility Workshop, Arlington, VA, May 18, 2005.
171. "Overview of Multi-Level Resource Management in ARMS," Fermilab, Chicago, IL, April 12th, 2005.
172. "Model Driven Middleware for Distributed Real-time and Embedded Systems," University of Southern Alabama, April 8, 2005.
173. "Model-Driven Development of Distributed Real-time and Embedded Systems," UAV Battlelab, Indian Springs, NV, February 10th, 2005.
174. "The Future of Software and Systems Engineering," IEEE Meeting, Vanderbilt University, February 8th, 2005.
175. Model Driven Development of Distributed Real-time and Embedded Systems, panel at the OOP conference, Munich, Germany, January 27, 2005.
176. "Product-line Architecture Technologies for Distributed Real-time and Embedded Systems, Lockheed Martin, Moorestown, NJ, November 11, 2004.
177. "Model Driven Development of Distributed Real-time and Embedded Systems," invited panelist in the "Generative Programming: Past, Present, and Future," at the 3rd ACM International Conference on Generative Programming and Component Engineering, Vancouver, CA, October 24th 2004.
178. "Developing Combat Systems with Component Middleware and Models," Lockheed Martin, Moorestown, NJ, October 22, 2004.
179. "Model Driven Development of Distributed Real-time and Embedded Systems," Lockheed Martin Advanced Technology Lab, Cherry Hill, NJ, October 21, 2004.
180. "Model Driven Development of Distributed Real-time and Embedded Systems," Lockheed Martin Missile and Fire Control, Dallas, TX, October 13, 2004.

181. "Design of ARMS MLRM Components: CCM Based Design for Dynamic Resource Management," DARPA ARMS Technical Interchange Meeting, Plymouth, RI, October 7, 2004.
182. "Model Driven Middleware for Component-based Distributed Systems," keynote for the The 8th International IEEE Enterprise Distributed Object Computing Conference, Monterey, California, September 22, 2004.
183. "Systems Science Challenge Area," TRUST NSF Science and Technology Review, UC Berkeley, September 12, 2004.
184. "Model Driven Development for Distributed Real-time and Embedded Systems," Lockheed Martin, Eagan, MN, August 31st, 2004.
185. "Model Driven Computing for Distributed Real-time and Embedded Systems," Telcordia, Piscataway, NJ, August 10th, 2004.
186. "Model Driven Computing for Distributed Real-time and Embedded Systems," Raytheon, Portsmouth, RI, August 9th, 2004.
187. "Distributed Object Computing with CORBA," Raytheon, Portsmouth, RI, August 9th, 2004.
188. "Model Driven Development of Distributed Real-time and Embedded Systems," Raytheon, Ft. Wayne, IN, July 27th, 2004.
189. "Model Driven Middleware for Distributed Real-time and Embedded Systems," panelist at the 5th OMG Real-time and Embedded Middleware Workshop, Reston, VA 2004.
190. "The Role of Open Standards, Open-Source Development, and Different Development Models and Processes on Industrializing Software," ARO Workshop on Software Reliability for FCS, Vanderbilt University, Nashville, Tennessee, May 18-19, 2004.
191. "Model Driven Middleware for Distributed Real-time and Embedded Systems," Keynote talk for the SIGS Software Engineering Today conference in Zurich, Switzerland, May 4-5, 2004.
192. "Model-Driven Development of Distributed Real-time and Embedded Systems," 10th Siemens Software Architecture Improvement Group (SAIG), Vienna, Austria, April 20-24, 2004.
193. "Adaptive and Reflective Middleware for Distributed, Real-time, and Embedded Systems," Purdue University, West Lafayette, Indiana, April 6, 2004.
194. "Model Driven Middleware for Distributed Real-time and Embedded Systems," *Technologies That Will Change the World* session at the Southeastern Software Engineering Conference, Huntsville, Alabama, March 30th, 2004.
195. "Advances in COTS Middleware for Distributed Real-time and Embedded Systems," Keynote for the International Conference on COTS-Based Software Systems (ICCBSS) 2004 in Redondo Beach, February 2-4, 2004.
196. Composable Middleware Components for High Confidence Network Embedded Systems, University of California, Berkeley, December 4th, 2003.
197. "Model Driven Middleware," TechConnect 2003, St. Louis, MO, October 1st, 2003.
198. "Advances in Model Driven Middleware for Distributed Real-time and Embedded Systems," the Model Integrated Computing PSIG meeting at the OMG Technical Meeting, September 10, 2003, Boston, MA.
199. Invited panelist for the "Research on DRE Systems" panel at the OMG Real-time Middleware Workshop, July 16, 2003, Arlington, VA.
200. "Advances in Model Driven Middleware for Distributed Real-time and Embedded Systems," the OMG Real-time Middleware Workshop, July 15, 2003, Arlington, VA.
201. Organizer and presenter for a panel on "Advances in Large-scale Distributed Real-time and Embedded Systems" at the 9th IEEE Real-time/Embedded Technology and Applications Symposium (RTAS), May 27-30, 2003, Washington, DC.
202. "Managing Project Risk for Combat Systems," The Southeastern Software Engineering Conference, Huntsville, Alabama, April 1st, 2003.
203. "Distributed Real-time and Embedded Systems at DARPA," OMG Workshop on Super Distributed Objects, Washington DC, Monday, November 18, 2002.

204. "Adaptive and Reflective Middleware for Distributed Real-time Systems," Workshop on High Performance, Fault Adaptive, Large Scale Real-time Systems, Vanderbilt University, November 14, 2002.
205. Invited panelist on "Objects and Real-time Systems" OOPSLA '02, Seattle, WA, November 8, 2002.
206. "An Overview of ACE+TAO," Boeing, Seattle, November 8th, 2002.
207. "Pattern-Oriented Software Architecture," Amazon, Seattle, WA, November 6th, 2002.
208. "Using Real-time CORBA Effectively: Patterns and Principles," CORBA Controls Workshop, Grenoble, France, October, 9th, 2002.
209. "Adaptive and Reflective Middleware for Distributed Real-time and Embedded Systems," EM-SOFT 2002: Second Workshop on Embedded Software, Grenoble, France, October, 7-9th, 2002.
210. "Designing the Future of Embedded Systems at DARPA IXO," Keynote talk at the 6th Annual Workshop on High-Performance Embedded Computing (HPEC), September 25, Boston, MA.
211. "Open Distributed Computing Platforms," NSF/OSTP Workshop on Information Technology Research for Critical Infrastructure Protection, Lansdowne, VA, September 20th, 2002.
212. "Real-time Object-Oriented Middleware," Distributed Common Ground/Surface System Technical Review Group meeting, Mclean VA, September 19th, 2002.
213. "Research Advances in Middleware for Distributed, Real-time, and Embedded Systems," Computer Communications stream of the 17th IFIP World Computer Congress, Montreal, Canada, August 25-30, 2002.
214. "DARPA Thrusts in Embedded Computing," Mercury Computer Systems, Tyngsboro, MA, July 25th, 2002.
215. "Adaptive and Reflective Middleware for Distributed, Real-time, and Embedded Combat Systems," Boeing Space and Missile Systems, Anaheim, CA, July 9, 2002.
216. "Annual Report on Software Design and Productivity Coordinating Group," Interagency Working Group, ITR&D Spring Planning Meeting, NSF, Ballston, VA, May 10, 2002.
217. "Real-time CORBA Standardization: Past, Present, and Future," panelist in the "Standards Movements in Object-oriented Real-time Computing" panel at the ISORC 2002 Conference, Washington, DC, April 30, 2002.
218. "Towards Adaptive and Reflective Middleware for Distributed Real-time Embedded Systems," Moderator of the *Distributed, Real-time, and Embedded Middleware for Network-Centric Combat Systems* panel at the Software Technology Conference (STC) in Salt Lake City, Utah, April 29, 2002.
219. "Applying Architectural Patterns to Address Key Challenges of Distributed Software," Siemens Architecture Interworking Group, Chicago, IL, April 24, 2002.
220. "Towards Adaptive and Reflective Middleware for Distributed Real-time and Embedded Systems," Space and Missile Defense Command, Huntsville, AL, April 22, 2002.
221. "How to Maintain Superiority in the Face of the Commoditization of IT," tutorial at the UCI CEO Roundtable, Maui, Hawaii, April 12, 2002.
222. "Transformation or Transmogrification? Surviving the Commoditization of IT," panelist at the UCI CEO Roundtable, Maui, Hawaii, April 11, 2002.
223. "Patterns and Principles of Mission-critical Middleware," Henry Samueli School of Engineering Research Review, University of California, Irvine, March 14th, 2002.
224. "DARPA: an Agency Overview," CRA Academic Careers Workshop, Arlington, Virginia, February 10 - 12, 2002.
225. "Towards Adaptive and Reflective Middleware for Distributed, Real-time, and Embedded Systems," Electrical Engineering and Computer Science Department, Vanderbilt University, January 28th, 2002.
226. "Protecting Critical Cyber Infrastructure from Asymmetric Threats," panelist at the 7th IEEE Workshop on Object-oriented Real-time Dependable Systems, San Diego, CA, January 10, 2002.

227. "The Researcher's Dilemma: When Technology Success Causes Great Communities to Fail (at Mission-oriented R&D Agencies)," Software Design and Productivity Coordinating Group Workshop on New Visions for Software Design and Productivity: Research and Applications, Nashville, TN, December 13-14, 2001.
228. "Towards Adaptive and Reflective Middleware for Mission-Critical Systems," Computer Science Department, College of William and Mary, September 7th, 2001.
229. "Adaptive and Reflective Middleware Systems," Lockheed Martin, Moorestown, NJ, August 21st, 2001.
230. "Adaptive and Reflective Middleware Systems," United Technology Research Center, Hartford, Connecticut, June 28th, 2001.
231. "Adaptive and Reflective Middleware Systems," Raytheon Annual Processing Systems Technology Network (PSTN) Symposium, Lexington, MA, June 20th, 2001.
232. Invited presenter for the Vendors' Panel at the OMG 2nd Workshop on Real-time and Embedded Distributed Object Computing, June 4-7, 2001.
233. "Towards Pattern Languages and QoS-enabled Middleware for Distributed Real-time and Embedded Systems," DARPA ITO workshop on Embedded Software, Lake Tahoe, NV, October 8-10, 2001.
234. "TAO, CORBA, and the HLA/RTI", Keynote talk at the Fifth IEEE International Workshop on Distributed Simulation and Real Time Applications Cincinnati, Ohio, USA August 13-15, 2001.
235. "Patterns and Principles of Middleware for Distributed Real-time and Embedded Systems," Raytheon, Sudbury, March 29th, 2001.
236. "Adaptive and Reflective Middleware Systems," Distinguished Lecture at Florida Atlantic University, Boca Raton, FL, March 1st, 2001.
237. "Adaptive and Reflective Middleware for Mission-Critical Distributed and Embedded Systems," University of Alabama, Birmingham, AL, January 31st, 2001.
238. "Adaptive and Reflective Middleware for Mission-Critical Distributed and Embedded Systems," Telcordia, Morristown, NJ, November 20th, 2000.
239. "Adaptive and Reflective Middleware for Mission-Critical Distributed and Embedded Systems," George Mason University, Fairfax, VA, November 20th, 2000.
240. "Adaptive and Reflective Middleware for Mission-Critical Distributed and Embedded Systems," Lucent CORBA Forum, Naperville, IL, November 17th, 2000.
241. "Putting an ORB on a Diet," Session on *Performance and QoS of Embedded CORBA ORBs* at the OMG's Workshop on Embedded Object-Based Systems, January 17-19, 2001.
242. "Adaptive and Reflective Middleware Systems," Panelist in a session on "Highly Distributed Systems," at the IEEE Symposium on Applications and the Internet, San Diego, CA, January 10, 2001.
243. "Adaptive and Reflective Middleware Systems," Panelist at the NSF Networking PI meeting, Irvine California, November 1st, 2000.
244. "Surviving the Tornado: The Best Kept Secrets of R&D Success in the Internet Age," Keck Observatory, Hawaii, October 9th, 2000.
245. "Adaptive and Reflective Middleware Systems," BBN Technologies, Boston, MA, September 27th, 2000.
246. "Distributed Application Integration: Myth or Reality?" Keynote talk at 2nd International Symposium on Distributed Objects and Applications (DOA '00), OMG, Antwerp, Belgium, September 21st, 2000.
247. "Surviving the Tornado: The Best Kept Secrets of R&D Success in the Internet Age," Keynote talk at 2nd International Symposium on Distributed Objects and Applications (DOA '00), OMG, Antwerp, Belgium, September 21st, 2000.
248. "High Confidence Adaptive and Reflective Middleware: Fact or Fiction?" Keynote talk for the IFIP Fourth International Conference on Formal Methods for Open Object-Based Distributed Systems, (FMOODS 2000), Stanford University, Stanford, CA, September 7th, 2000.



249. "Adaptive and Reflective Middleware Systems," Lockheed Martin, Ft. Worth, TX, September 6th, 2000.
250. Pattern-oriented Software Architecture: Concurrent and Networked Objects, Raytheon, San Diego, August 25, 2000.
251. "Adaptive and Reflective Middleware Systems," Rockwell/Collins, Cedar Rapids, Iowa, August 22, 2000.
252. "Adaptive and Reflective Middleware Systems," Lockheed Martin, Eagan, MN, August 21, 2000.
253. "Adaptive and Reflective Middleware Systems," Honeywell Technology Center, Minneapolis, MN, August 18, 2000.
254. "Adaptive and Reflective Middleware Systems," Raytheon, Falls Church, VA, July 12, 2000.
255. "Applying Patterns to Develop High-performance and Real-time Object Request Brokers," Lockheed Martin, Eagan, Minnesota, May 19, 2000.
256. "Patterns and Principles of Real-time Object Request Brokers," Cisco, San Jose, April 12, 2000.
257. "Patterns and Principles of Real-time Object Request Brokers," BellSouth, Atlanta, Georgia, March 3, 2000.
258. "Patterns and Principles of Real-time Object Request Brokers," Distinguished Lecturer Series, Michigan State University, East Lansing, Michigan, October 21, 1999.
259. "Towards Minimum ORBs for Wireless Devices and Networks," OPENSIG '99 Workshop, Carnegie Mellon University, Pittsburgh, October, 14-15, 1999.
260. "Applying CORBA Fault Tolerant Mechanisms to Network Management," Lucent CORBA Forum, Naperville, IL, September 28th, 1999.
261. "CORBA for Real-time and Embedded Telecom Systems," Lucent CORBA Forum, Naperville, IL, September 28th, 1999.
262. "Patterns and Principles of Real-time Object Request Brokers," BEA, Munich, Germany, September 16th, 1999.
263. "Real-time CORBA – Fact or Fiction," Siemens CORBA Day, Munich, Germany, September 15th, 1999.
264. "Patterns and Principles of Real-time Object Request Brokers," Siemens MED, Erlangen, Germany, September 13th, 1999.
265. "Patterns and Principles of Real-time Object Request Brokers," RT DII COE TWG, Boeing, Seattle, WA August 25th, 1999.
266. "Patterns for Real-time Middleware," Microsoft, Redmond, WA, August 24th, 1999.
267. "Patterns and Principles of Real-time Object Request Brokers," Lockheed Martin, Eagan, Minnesota, June 22nd, 1999.
268. "Using the ACE Framework and Patterns to Develop OO Communication Software," Dreamworks SGK, Glendale, CA, May 5th, 1999.
269. "Why Telecom Reuse has Failed and how to Make it Work for You," Keynote talk at Nortel Design Forum, Ottawa, CA, April 22nd, 1999.
270. "QoS-enabled Middleware for Monitoring and Controlling High-Speed Networks and Endsystems," Lucent Bell Labs, Murray Hill, NJ, April 15th, 1999.
271. "Optimization Patterns for High-performance, Real-time Object Request Broker Middleware," University of California, Irvine, April, 2nd, 1999.
272. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," Lucent, Columbus, OH, March 18-19 and 25-26, 1999.
273. "Using Design Patterns, Frameworks, and Object-Oriented Communication Systems," Lucent, Holmdel, NJ, March 1-4, 1999.
274. Chaired a panel on "Research Directions for Middleware," NSF PI meeting, Washington, DC, January 24th, 1999.
275. "Principles and Patterns of High-performance Real-time CORBA," University of Southern California, Los Angeles, CA, December 10th, 1998.

276. "Real-time CORBA for Telecom – Fact or Fiction?," Bellcore, Morristown, NJ, December 1st, 1998.
277. "Design Patterns for Real-time Object Request Brokers," Silicon Valley Patterns Group, San Francisco, November 15, 1998.
278. "Why Reuse has Failed and how to Make it Work for You," Keynote talk at Lucent Software Symposium, October 27th, Murray Hill, NJ, 1998.
279. "Real-time CORBA – Fact or Fiction," Lucent CORBA Forum, Holmdel, NJ, September 29, 1998.
280. "Applying Software Design Patterns and Framework to Telecommunication Applications," Nortel Advanced Software Computing and Technology, Monday, April 6, 1998, Ottawa, Canada.
281. "Patterns and Performance of Real-time Object Request Brokers," University of California, Santa Barbara, February 20, 1998.
282. "Principles and Patterns of High-performance, Real-time Object Request Brokers," University of Frankfurt, Germany, February 12th, 1998.
283. "Principles and Patterns of High-performance, Real-time Object Request Brokers," University of Illinois, Urbana-Champaign November 12th, 1997.
284. "Principles and Patterns of High-performance, Real-time Object Request Brokers," University of Missouri, Kansas City, October 31st, 1997.
285. "Principles and Patterns of High-performance, Real-time Object Request Brokers," IBM T.J. Watson Research, September 15, 1997.
286. "Principles and Patterns of High-performance, Real-time Object Request Brokers," University of California, Santa Barbara, August 21st, 1997.
287. "Principles and Patterns of High-performance, Real-time Object Request Brokers," Lucent Technologies, Naperville, IL August 19th, 1997.
288. "Mastering Software Complexity with Reusable Object-Oriented Frameworks, Components, and Design Patterns," 3rd NSA Software Reuse Symposium, August 20th, 1997.
289. "Principles and Patterns of High-performance, Real-time Object Request Brokers," University of Utah, Salt Lake City, Utah, August 11th, 1997.
290. "Using the ACE Framework and Design Patterns to Develop Object-Oriented Communication Software," CERN, Switzerland, July 18th, 1997.
291. "Principles and Patterns of High-performance, Real-time Object Request Brokers," CHOOSE symposium, Zurich, Switzerland, July 17th, 1997.
292. Invited keynote speaker for 2<sup>nd</sup> Component's User Conference, Munich Germany, July 1997.
293. "Principles and Patterns of High-performance, Real-time Object Request Brokers," Lucent Bell Laboratories, Murray Hill, New Jersey, July 9th, 1997.
294. "Using the ACE Framework and Design Patterns to Develop Object-Oriented Communication Software," Lockheed Martin Tactical Systems, Minneapolis, Minnesota, June 26th, 1997.
295. QoS for Distributed Object Computing Middleware – Fact or Fiction?, panel at the Fifth International Workshop on Quality of Service (IWQoS '97), May 22nd, 1997, Columbia University, NYC, USA.
296. "Design Patterns and Frameworks for Developing Object-oriented WWW Clients and Servers," Carleton University, April 11th, 1997.
297. "Principles and Patterns of High-performance, Real-time Object Request Brokers," University of Maryland, College Park, Maryland, April 2nd, 1997.
298. "A High-Performance End system Architecture for Real Time COBRA," SPARTAN Symposium sponsored by US Sprint, Lawrence Kansas, March 18th, 1997.
299. "Experience with CORBA for Communication Systems," Motorola, Chicago, January 24th, 1997.
300. "High-performance CORBA," Bay Area Object Interest Group, Stanford Linear Accelerator Center, California, December 5th, 1996.
301. "Gigabit CORBA – An Architecture for High-performance Distributed Object Computing," Numerical Aerodynamic Simulation group, NASA, Moffett Field, California, December 3rd, 1996.



302. "Towards High-performance, Real-time CORBA," Distinguished Lecturer at Kansas State University, Manhattan, Kansas, November 7th, 1996.
303. "Gigabit CORBA – An Architecture for High-performance Distributed Object Computing," University of California, Los Angeles, October 3rd, 1996.
304. "Design Patterns and Frameworks for Object-Oriented Communication Software," NSA Software Reuse Symposium, August 28th, 1996.
305. "CORBA – the Good, the Bad, and the Ugly," Lucent Bell-Labs, Naperville, IL, August 22nd, 1996.
306. "Components: the Good, the Bad, and the Ugly," keynote talk for the 1st Components Users Conference, SIEMENS, Munich, Germany, July 15th, 1996.
307. "Design Patterns for Object-Oriented Communication Software," IONA Technologies, Ltd, Dublin, Ireland, July 12th, 1996.
308. "OO Design Patterns and Frameworks for Communication Software," Siemens Corporate Research, Princeton, New Jersey, June 27, 1996.
309. "OO Design Patterns for Concurrent, Parallel, and Distributed Systems," IBM Centre for Advanced Studies, North York, Ontario, Canada, June 17, 1996.
310. "Distributed Object Computing with CORBA", Bell Laboratories, Murray Hill, New Jersey, June 11-12th, 1996.
311. "Design Patterns for Object-Oriented Communication Software," Carleton University, Ottawa, Canada, May 21st, 1996.
312. "Integrating LAN-WAN-Celestial Networks with Design Patterns," Featured technical session at the Object World East conference, Boston, MA, May 9th, 1996.
313. "Using Design Patterns to Develop Object-Oriented Communication Software Frameworks and Applications," McMaster's University, Hamilton, Canada, May 2nd, 1996.
314. "Towards Gigabit CORBA – A High-Performance Architecture for Distributed Object Computing," University of Nevada, Reno, April 25th, 1996.
315. "Domain Analysis: From Tar Pit Extraction to Object Mania?" Panelist at the 4th International Conference on Software Reuse, Orlando, Florida, April 25<sup>th</sup>, 1996. (other panelists include Spencer Peterson, SEI CMU, Mark Simos, Organon Motives Inc., Will Tracz, Loral, and Nathan Zalman, BNR Inc).
316. "Concurrent Object-Oriented Network Programming with C++," Kodak Imaging Technology Center, April 19<sup>th</sup>, 1996.
317. "Using OO Design Patterns and Frameworks to Develop Object-Oriented Communication Systems," INRS/NorTel Workshop on Telecommunication Software, Montreal, CA, March 14<sup>th</sup>, 1996.
318. "Concurrent Object-Oriented Network Programming with ACE and C++," for Siemens Medical Engineering, Erlangen Germany, February 15<sup>th</sup>, 1996.
319. "OO Componentware" Panelist at the *OOP '96 Conference*, SIGS, Munich, Germany, February 13<sup>st</sup>, 1996. (other panelists included Michael Stal (Siemens AG) and Frank Buschmann (Siemens AG).
320. "Using Design Patterns to Develop High-performance Object-Oriented Communication Software Frameworks," for the Department of Information Systems, Institute of Computer Science, Johannes Kepler University of Linz, Austria, February 12<sup>th</sup>, 1996.
321. "The Performance of Object-Oriented Components for High-speed Network Programming," for the Digital Libraries research group at Stanford University, Palo Alto California, February 2<sup>nd</sup>, 1996.
322. "Distributed Object Computing with CORBA, ACE, and C++," for South Western Bell Telephone advanced distributed systems group, St. Louis, MO., January 26<sup>th</sup>, 1996.
323. "OO Design Patterns for Large-Scale Object-Oriented Communication Software Systems," AG Communication Systems, Phoenix, Arizona, December 11 – 13<sup>th</sup>, 1995.
324. "Experience Using OO Design Patterns to Develop Large-Scale Object-Oriented Communication Software Systems," Bell Northern Research, 7th Annual Design Forum, Ottawa, Canada, December 6<sup>th</sup>, 1995.

325. "Using OO Design Patterns to Develop Large-Scale Distributed Systems," Object Technology International, Ottawa, Canada, November 22<sup>nd</sup>, 1995.
326. "Design Patterns for Concurrent, Parallel, and Distributed Systems," North Dallas Society for Object Technology, September 13<sup>th</sup>, 1995.
327. "Using Design Patterns for Iridium Communication Services," at Motorola Iridium, Chandler, AZ, June 30<sup>th</sup>, 1995.
328. "Object Technology and the World-Wide Information Infrastructure," Panelist at ECOOP '95, Aarhus, Denmark, August 9<sup>th</sup>, 1995.
329. "Measuring the Performance of CORBA over ATM Networks," HP Labs, Palo Alto, CA, June 28<sup>th</sup>, 1995.
330. "Measuring the Performance of Object-Oriented Components for High-speed Network Programming," The C++ and C SIG user group, New York, New York, June 5<sup>th</sup>, 1995.
331. "An Overview of Design Patterns for Object-Oriented Network Programming," St. Louis Chapter of the ACM, St. Louis, MO, March 13<sup>th</sup> 1995.
332. "Design Patterns for Concurrent Object-Oriented Network Programming," Distributed Systems group at Siemens Corporate Research Center, Munich, Germany, March 3<sup>rd</sup>, 1995.
333. "Patterns: 'Eureka,' 'Deja-Vu,' or 'Just Say No'?" Panelist at the *OOP '95 Conference*, SIGS, Munich, Germany January 31<sup>st</sup>, 1995. (other panelists included Richard Helm, (DMR), Frank Buschmann (Siemens AG), and Dave Thomas (OTI).
334. "Developing Distributed Applications with the ADAPTIVE Communication Environment," *The 12<sup>th</sup> Annual Sun Users Group Conference*, SUG, San Francisco, California, June 17<sup>th</sup>, 1994.
335. "Flexible Configuration of High-performance Distributed Communication Systems," presented at the ETH-Zentrum in the Swiss Federal Institute of Technology, Zurich, Switzerland, May 31<sup>st</sup>, 1994.
336. "Object Oriented Techniques for Developing Distributed Applications," *Computer Science Department Colloquia*, California State University Northridge, December 7<sup>th</sup>, 1993.
337. "Hosting the ADAPTIVE System in the *x*-Kernel and System V STREAMS," *The x-Kernel Workshop*, IEEE, Tucson, Arizona, November 10<sup>th</sup>, 1992.
338. "An Environment for Controlled Experimentation on the Performance Effects of Alternative Transport System Designs and Implementations," IBM T. J. Watson Research Center, Hawthorne, New York, September 10<sup>th</sup>, 1992.

### Colloquia, Seminars, and Tutorials

1. "Programming with Java Lambdas and Streams," O'Reilly Live Training, December 6th, 2021.
2. "Design Patterns in Java," O'Reilly Live Training, November 15th and 16nd, 2021.
3. "Scalable Reactive Programming with Java," O'Reilly Live Training, September 9th, 2021.
4. "Design Patterns in Java," O'Reilly Live Training, September 1st and 2nd, 2021.
5. "Programming with Java Lambdas and Streams," O'Reilly Live Training, July 20th, 2021.
6. "Scalable Reactive Programming with Java," O'Reilly Live Training, May 17th, 2021.
7. "Scalable Reactive Programming with Java," O'Reilly Live Training, January 22nd, 2021.
8. "Programming with Java Lambdas and Streams," O'Reilly Live Training, January 13th, 2021.
9. "Design Patterns in Java," O'Reilly Live Training, November 12th and 13th, 2020.
10. "Design Patterns in Java," O'Reilly Live Training, September 17th and 18th, 2020.
11. "Programming with Java Lambdas and Streams," O'Reilly Live Training, September 14th, 2020.
12. "Core Java Synchronizers," O'Reilly Live Training, August 20th, 2020.
13. "Scalable Reactive Programming with Java," O'Reilly Live Training, August 19th, 2020.
14. "Programming with Java Lambdas and Streams," O'Reilly Live Training, June 1st, 2020.
15. "Design Patterns in Java," O'Reilly Live Training, May 27th and 28th, 2020.

16. "Core Java Synchronizers," O'Reilly Live Training, May 18th, 2020.
17. "Programming with Java Lambdas and Streams," O'Reilly Live Training, March 30th, 2020.
18. "Design Patterns in Java," O'Reilly Live Training, March 23rd and 24th, 2020.
19. "Scalable Concurrency with the Java Executor Framework," O'Reilly Live Training, February 24th, 2020.
20. "Core Java Synchronizers," O'Reilly Live Training, February 10th, 2020.
21. "Design Patterns in Java," O'Reilly Live Training, January 29th and 30th, 2020.
22. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, January 22nd, 2020.
23. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, January 22nd, 2020.
24. "Scalable Concurrency with the Java Executor Framework," O'Reilly Live Training, November 27th, 2019.
25. "Reactive Programming with Java 8 CompletableFutures," O'Reilly Live Training, November 18th, 2019.
26. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, November 6th, 2019.
27. "Design Patterns in Java," O'Reilly Live Training, November 4th and 5th, 2019.
28. "Design Patterns in Java," O'Reilly Live Training, September 17th and 18th, 2019.
29. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, September 3rd, 2019.
30. "Scalable Concurrency with the Java Executor Framework," O'Reilly Live Training, August 29th, 2019.
31. "Reactive Programming with Java 8 CompletableFutures," O'Reilly Live Training, August 15th, 2019.
32. "Design Patterns in Java," O'Reilly Live Training, July 29th and 30th, 2019.
33. "Reactive Programming with Java 8 CompletableFutures," O'Reilly Live Training, August 15th, 2019.
34. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, July 2nd, 2019.
35. "Design Patterns in Java," O'Reilly Live Training, June 13th and 14th, 2019.
36. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, May 16th, 2019.
37. "Reactive Programming with Java 8 CompletableFutures," O'Reilly Live Training, May 13th, 2019.
38. "Design Patterns in Java," O'Reilly Live Training, April 17th and 18th, 2019.
39. "Scalable Programming with Java 8 Parallel Streams," O'Reilly Live Training, March 27th, 2019.
40. "Scalable Concurrency with the Java Executor Framework," O'Reilly Live Training, March 12th, 2019.
41. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, March 5th, 2019.
42. "Design Patterns in Java," O'Reilly Live Training, February 26th and 27th, 2019.
43. "Reactive Programming with Java 8 CompletableFutures," O'Reilly Live Training, February 19th, 2019.
44. "Scalable Concurrency with the Java Executor Framework," O'Reilly Live Training, February 5th, 2019.
45. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, January 22nd, 2019.
46. "Design Patterns in Java," O'Reilly Live Training, January 7th and 8th, 2019.
47. "Scalable Concurrency with the Java Executor Framework," O'Reilly Live Training, December 11th, 2018.
48. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, December 6th, 2018.
49. "Design Patterns in Java," O'Reilly Live Training, November 13th and 14th, 2018.
50. "Scalable Concurrency with the Java Executor Framework," O'Reilly Live Training, October 29th, 2018.

51. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, October 16th, 2018.
52. "Reactive Programming with Java 8 CompletableFutures," O'Reilly Live Training, October 4th, 2018.
53. "Design Patterns in Java," O'Reilly Live Training, September 18th and 19th, 2018.
54. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, September 4th, 2018.
55. "Reactive Programming with Java 8 CompletableFutures," O'Reilly Live Training, August 30th, 2018.
56. "Scalable Programming with Java 8 Parallel Streams," O'Reilly Live Training, August 20th, 2018.
57. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, July 25th, 2018.
58. "Design Patterns in Java," O'Reilly Live Training, July 2nd and 3rd, 2018.
59. "Reactive Programming with Java 8 CompletableFutures," O'Reilly Live Training, June 26th, 2018.
60. "Scalable Programming with Java 8 Parallel Streams," O'Reilly Live Training, June 25th, 2018.
61. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, June 8th, 2018.
62. "Design Patterns in Java," O'Reilly Live Training, May 24th and 25th, 2018.
63. "Reactive Programming with Java 8 CompletableFutures," O'Reilly Live Training, April 26th, 2018.
64. "Scalable Programming with Java 8 Parallel Streams," O'Reilly Live Training, April 17th, 2018.
65. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, April 13th, 2018.
66. "Design Patterns in Java," O'Reilly Live Training, April 3rd, 2018.
67. "Reactive Programming with Java 8 CompletableFutures," O'Reilly Live Training, March 13th, 2018.
68. "Scalable Programming with Java 8 Parallel Streams: Part 2," O'Reilly Live Training, March 7th, 2018.
69. "Scalable Programming with Java 8 Parallel Streams: Part 1," O'Reilly Live Training, March 6th, 2018.
70. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, March 1st, 2018.
71. "Reactive Programming with Java 8 CompletableFutures," O'Reilly Live Training, February 13th, 2018.
72. "Scalable Programming with Java 8 Parallel Streams," O'Reilly Live Training, February 6th, 2018.
73. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, February 1st, 2018.
74. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, January 12th, 2018.
75. "Scalable Programming with Java 8 Parallel Streams," O'Reilly Live Training, January 10th, 2018.
76. "Reactive Programming with Java 8 CompletableFutures," O'Reilly Live Training, January 9th, 2018.
77. "Reactive Programming with Java 8 Completable Futures," O'Reilly Live Training, October 23rd, 2017.
78. "Programming with Java 8 Lambdas and Streams," O'Reilly Live Training, October 19th, 2017.
79. "Scalable Programming with Java 8 Parallel Streams," O'Reilly Live Training, October 17th, 2017.
80. "Java 8 Concurrency," O'Reilly Live Training, September 7-8th, 2017.
81. "Java 8 Concurrency," O'Reilly Live Training, August 30-31st, 2017.
82. "Java 8 Concurrency," O'Reilly Live Training, June 28-29th, 2017.
83. "The C++ Standard Template Library," Qualcomm, San Diego, February 16-19, 2016.
84. "The C++ Standard Template Library," Qualcomm, San Diego, October 13-16, 2015.
85. "The C++ Standard Template Library," Qualcomm, San Diego, October 13-16, 2015.
86. "Pattern-Oriented Java Concurrency," InformIT Webinar, May 14th, 2015.

87. "Pattern-Oriented Concurrent Programming with Java," OOP Conference, Munich, Germany, January 30th, 2015.
88. "Concurrent Programming in Android," OOP Conference, Munich, Germany, January 29th, 2015.
89. "The C++ Standard Template Library," Qualcomm, San Diego, October 14-17, 2014.
90. "The C++ Standard Template Library," Qualcomm, San Diego, August 5-8, 2014.
91. "Pattern-Oriented Software Architecture for Concurrent and Networked Software," July 28-31, 2014.
92. "The C++ Standard Template Library," Qualcomm, San Diego, August 5-8, 2014.
93. "The C++ Standard Template Library," Qualcomm, India, March, 2014.
94. "The C++ Standard Template Library," Qualcomm, San Diego, CA, January 23-34, 2014.
95. "The C++ Standard Template Library," Qualcomm, San Diego, CA, October 16-17th, 2013.
96. "Patterns and Frameworks for Concurrent and Networked Software," 2013 International Summer School on Trends in Computing Tarragona, Spain, July 25-26, 2013.
97. "The C++ Standard Template Library," Qualcomm, San Diego, CA, January 23-24th, 2013.
98. "The C++ Standard Template Library," Qualcomm, San Diego, CA, October 4-5th, 2012.
99. "Embedded Systems Patterns for C Developers," Qualcomm, San Diego, CA, August 28th, September 11th, September 25th, October 9th, October 23rd, and November 6th, 2012.
100. "Embedded Systems Patterns for C Developers," Qualcomm, San Diego, CA, August 14-15th, 2012.
101. "The C++ Standard Template Library," Qualcomm, San Diego, CA, May 15-18th, 2012.
102. "The C++ Standard Template Library," Qualcomm, San Diego, CA, January 25-26th, 2012.
103. "Object-Oriented Software Patterns and Frameworks," Qualcomm, San Diego, CA, October 11-12th, 2011.
104. "The C++ Standard Template Library," Qualcomm, San Diego, CA, May 11-12th, 2011.
105. "The C++ Standard Template Library," Qualcomm, San Diego, CA, January 25-26, 2011.
106. "Pattern-Oriented Software Architecture: A Pattern Language for Concurrent and Networked Software," SPLASH 2010, October 17-21, 2010, Reno, Nevada.
107. "Pattern-Oriented Software Architectures - Patterns and Frameworks for Concurrent and Networked Software," ProObject, Hanover, MD, August 11th, 2010.
108. "Pattern-Oriented Software Architecture: Patterns for Concurrent and Networked Embedded Systems," Qualcomm, Bangalore, India, June 21-22, 2010.
109. "Pattern-Oriented Software Architecture: Patterns for Concurrent and Networked Embedded Systems," Qualcomm, Hyderabad, India, June 24-25, 2010.
110. "Pattern-Oriented Software Architecture: A Pattern Language for High Quality and Affordable Distributed Computing Systems," IEEE Webinar Series, June 10th, 2010.
111. "The C++ Standard Template Library," Qualcomm, San Diego, CA, May 12-13, 2010.
112. "The C++ Standard Template Library," Qualcomm, San Diego, CA, December 16-17, 2009.
113. "Pattern-Oriented Software Architecture: A Pattern Language for Distributed Computing," OOP-SLA 2009, Orlando, FL, October, 2009.
114. "The C++ Standard Template Library," Qualcomm, San Diego, CA, September 15-16, 2009.
115. "Networked Embedded Systems Patterns for C Developers," Qualcomm, San Diego, CA, June 11-12, 2009.
116. "Pattern-Oriented Software Architecture: A Pattern Language for Distributed Computing," Software Architecture Technology Users' Network (SATURN) workshop May 5, 2009 in Pittsburgh, PA.
117. "The C++ Standard Template Library," Qualcomm, San Diego, CA, January 29-30, 2009.
118. "Pattern-Oriented Software Architecture: A Pattern Language for Distributed Computing," IEEE Webinar Series, January 8th, 2009.



119. "Pattern-Oriented Software Architecture: A Pattern Language for Distributed Computing," OOPSLA 2008, Nashville, TN, October 20, 2008.
120. "The Data Distribution Service for Real-time Systems," OOPSLA 2008, Nashville, TN, October 19, 2008.
121. "Object-Oriented Patterns for Concurrent and Networked Applications," Qualcomm, San Diego, CA, August 5-6th, 2008.
122. "The C++ Standard Template Library," Qualcomm, San Diego, NJ, July 29-30, 2008.
123. "Object-Oriented Patterns and Frameworks with C++," Qualcomm, San Diego, CA, June 12-13, 2008.
124. "The C++ Standard Template Library," Qualcomm, New Jersey, May 5-6, 2008.
125. "Pattern-Oriented Software Architecture: A Pattern Language for Distributed Computing," Software Architecture Technology Users' Network (SATURN) workshop April 28 - May 1, 2008 in Pittsburgh, PA.
126. Developing Distributed Computing Systems with Patterns and Middleware, UCLA Extension, February 19-21, 2008.
127. Pattern-Oriented Software Architecture: A Pattern Language for Distributed Computing, OOPSLA 2007, Montreal, CA, October 24, 2007.
128. Object-Oriented Design and Programming with Patterns, Frameworks, and Middleware, Qualcomm, New Jersey, September 27-28, 2007.
129. Object-Oriented Design and Programming with Patterns, Frameworks, and Middleware, Qualcomm, San Diego, CA, August 21-22, 2007.
130. Lightweight CORBA Component Model, 8th OMG Real-time/Embedded CORBA workshop, Washington DC, July 9-12, 2007.
131. Model-Driven Engineering for Distributed Real-time and Embedded Systems, 13th IEEE Real-Time and Embedded Technology and Applications Symposium (RTAS 2007), Bellevue, WA, United States April 3-6, 2007.
132. "Improving Product Reliability and ROI Through Effective Software Reuse," Qualcomm, San Diego, CA, March 27th, 2007.
133. "Developing Distributed Computing Systems with Patterns and Middleware," UCLA Extension, February 21-23, 2007.
134. "POSA: Patterns for Concurrent and Distributed Systems," OOP, Munich, Germany, January 22, 2007.
135. "Meeting the Challenges of Software-Intensive Embedded Systems," OOP, Munich, Germany, January 23, 2007.
136. "Object-Oriented Design and Programming with Patterns, Frameworks, and Middleware," Qualcomm, San Diego, CA, January 10-11, 2007.
137. "Model-Driven Development of Distributed Systems," OOPSLA 2006, Portland, OR, October 22-26, 2006.
138. "Pattern-Oriented Software Architecture: Patterns for Concurrent and Networked Objects," OOPSLA 2006, Portland, OR, October 22-26, 2006.
139. "Model-Driven Engineering of Distributed Systems," MODELS 2006, Genova, Italy, October 1, 2006.
140. "Distributed Real-time and Embedded Systems," Advanced Institute of Information Technology, Seoul, Korea, August 7-11 2006.
141. "Lightweight CORBA Component Model," 7th OMG Real-time/Embedded CORBA workshop, Washington DC, July 10-13, 2006.
142. "How to Use ACE Effectively," Trion World Network, Austin, TX, June 19-21, 2006.
143. "Improving Product Reliability and ROI Through Effective Software Reuse," Qualcomm, San Diego, CA, June 15, 2006.

144. "Object-Oriented Design and Programming with Patterns, Frameworks, and Middleware," Qualcomm, San Diego, CA, June 13-14, 2006.
145. "Object-Oriented Design and Programming with Patterns, Frameworks, and Middleware," Qualcomm, San Diego, CA, Feb 9-10, 2006.
146. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems, University of California, Los Angeles Extension, January 18-20st, 2006."
147. "Model Driven Development of Distributed Real-time and Embedded Systems," at the OOP conference, January 17, 2006, Munich, Germany.
148. "Pattern-Oriented Software Architecture," at the OOP conference, January 16, 2006, Munich, Germany.
149. "Model Driven Development: State of the Art," at the OOP conference, January 16, 2006, Munich, Germany.
150. "Concurrent C++ Network Programming with Patterns and Frameworks," C++ Connections: 20 Years of C++ conference, November 11, 2005, Mandalay Bay, Las Vegas, NV.
151. "Pattern-Oriented Software Architecture: Patterns for Concurrent and Distributed Systems," OOPSLA 2005, San Diego, October 17th, 2005.
152. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," BAE Systems, Greenlawn, New York, August 25, September 2-3.
153. "Lightweight CORBA Component Model," 6th OMG Real-time/Embedded CORBA workshop, Washington DC, July 11-14, 2005.
154. "Model Driven Development for Distributed Real-time and Embedded Systems," OMG Information Days: MDA - Frankfurt, Germany, June 9th, 2005
155. "Model Driven Development for Distributed Real-time and Embedded Systems," OMG Information Days: MDA - Munich, Germany, June 7th, 2005.
156. "Model Driven Development for Distributed Real-time and Embedded Systems," OMG Information Days: MDA - Zurich, Switzerland, June 1st, 2005.
157. Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," BAE Systems, Wayne, New Jersey, May 13, 16, 19, 23, 27, 2005.
158. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," BAE Systems, Wayne, New Jersey, February 18th, February 22nd, March 1, 8, and 15 2005.
159. "Pattern-Oriented Software Architectures for Distributed Systems" the OOP conference, January 28, 2005, Munich, Germany.
160. "Research on Model Driven Development of Distributed Real-time and Embedded Systems," the OOP conference, January 26, 2005, Munich, Germany.
161. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," University of California, Los Angeles Extension, January 19-21st, 2005.
162. Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems, BAE Systems, Wayne, New Jersey, October 29, November 1, 8, 15, 22, 2004.
163. "Pattern-Oriented Software Architectures for Distributed Systems," OOPSLA 2004, Vancouver, British Columbia, October 25th, 2004.
164. "Notes on the Forgotten Craft of Software Architecture", OOPSLA 2004, Vancouver, British Columbia, October 25th, 2004.
165. "Model Driven Architecture with QoS-enabled component middleware," MDE for Embedded Systems, Brest, France, September 10th 2004.
166. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," Qualcomm, San Diego, CA, Jan 7-6, 2005.
167. "Object-Oriented Design and Programming with Patterns, Frameworks, and Middleware," Qualcomm, San Diego, CA, Jan 9-10, 2005.



168. "Using the Lightweight CORBA Component Model to Develop Distributed Real-time and Embedded Applications," OMG Workshop on Distributed Object Computing for Real-time and Embedded Systems, July 12th, 2004, Reston, VA.
169. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," University of California, Los Angeles Extension, July 7-9th, 2004.
170. Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems, University of California, Los Angeles Extension, January 21st-23rd, 2004.
171. Patterns and Frameworks for Concurrent Distributed Systems, SIGS OOP Conference, Munich, Germany, January 19th, 2004.
172. Middleware for Distributed Real-time and Embedded Systems, SIGS OOP Conference, Munich, Germany, January 19th, 2004.
173. "Pattern-Oriented Software Architectures for Networked and Concurrent Applications," OOPSLA 2003, Anaheim, CA, October 27, 2003.
174. The JAOO 2003 conference, September 22-26, Aarhus, Denmark.
175. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," University of California, Los Angeles Extension, July 9-11th, 2003.
176. "Patterns, Frameworks, and Middleware: Their Synergistic Relationship," Frontiers of Software Practice, International Conference on Software Engineering, Portland, Oregon, May 7, 2003.
177. "Pattern-Oriented Distributed Systems Architecture," International Conference on Software Engineering, Portland, Oregon, May 5, 2003.
178. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," University of California, Los Angeles Extension, January 22nd-24th, 2003.
179. "Patterns and Application Experiences for Real-time Object Request Brokers," OOPSLA 2002, Seattle, Washington, November, 2002.
180. "Pattern-Oriented Software Architectures for Networked and Concurrent Applications," OOPSLA 2002, Seattle, Washington, November, 2002.
181. Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems, Raytheon, St. Petersburg, FL, September 3-5, 2003.
182. Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems, University of California, Los Angeles Extension, July 22nd-24th, 2002.
183. "Policies and Patterns for High-performance, Real-time Object Request Brokers," Mercury Computer Systems, Tysons Corner, VA, November Feb 7, 2002.
184. Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems, University of California, Los Angeles Extension, January 23rd-25th, 2002.
185. "Policies and Patterns for High-performance, Real-time Object Request Brokers," Raytheon, Rosslyn, VA, November 12th, 2001.
186. "Pattern-Oriented Software Architecture: Patterns for Concurrent and Networked Objects," OOPSLA 2001, October 15th, 2000, Minneapolis, Minnesota.
187. "Policies and Patterns for High-performance, Real-time Object Request Brokers," International Symposium on Distributed Object Applications (DOA), Rome, September 17-20, 2001.
188. "Policies and Patterns for QoS-enabled Middleware," The JAOO 2001 conference, September 10-14, Aarhus, Denmark.
189. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," University of California, Los Angeles Extension, July 23rd-25th, 2001.
190. "Policies and Patterns for High-performance, Real-time Object Request Brokers," OMG Second Workshop on Real-time and Embedded Distributed Object Computing on June 4-7, 2001 in Herndon, VA, USA.
191. "Design Patterns for Understanding Middleware and Component Infrastructures," 6th USENIX Conference on Object-Oriented Technologies and Systems, January 29, 2001, San Antonio, TX.

192. "Principles and Patterns of High-performance, Real-time Object Request Brokers," OOP conference, Munich, Germany, January 23, 2001.
193. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," University of California, Los Angeles Extension, January 3-5, 2001.
194. "Patterns for Concurrent and Distributed Objects," OOPSLA 2000, October 16th, 2000, Minneapolis, Minnesota.
195. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," University of California, Berkeley Extension, May 24-26, 2000.
196. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," Jet Propulsion Laboratory, Pasadena, CA, April, 2000.
197. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," University of California, Los Angeles Extension, March 27-31, 2000.
198. "Optimizing Middleware to Support High-Performance Real-time Distributed and Embedded Systems," OOP conference, Munich, Germany, January 27, 2000.
199. "Effective Architectures for DOC," OOP conference, Munich, Germany, January 24, 2000.
200. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," University of California, Berkeley Extension, December 13-15, 1999.
201. "Middleware Techniques and Optimizations for Real-time Embedded Systems," 12th International Symposium On System Synthesis, IEEE, San Jose, CA, USA November, 11, 1999
202. "Patterns and Principles of Real-time Object Request Brokers," OOPSLA 1999, ACM, Denver, Colorado, November 1-5, 1999.
203. "Using Design Patterns, Frameworks and CORBA to Reduce the Complexity of Developing Reusable Large-Scale Object-Oriented Concurrent Communication Components and Systems," Fifth IEEE International Conference on Engineering of Complex Computer Systems, Las Vegas, Nevada, October 18-21, 1999
204. "Distributed Technologies," Motorola, Schaumburg, IL, August 10-12, 1999.
205. "Patterns and Principles of Real-time Object Request Brokers," the 3rd Components Users Conference, SIEMENS, Munich, Germany, July 12th, 1999.
206. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," Lucent, Naperville, IL, June 23-24 and June 30 - July 1st, 1999.
207. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," Motorola Software Symposium, Ft. Lauderdale, Florida, June 21st, 1999.
208. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," University of California Los Angeles Extension, June 2-4, 1999.
209. "Concurrent Object-Oriented Network Programming and Distributed Object Computing," University of California Berkeley Extension, May 19-21, 1999.
210. "Patterns and Principles of Real-time Object Request Brokers," 5th USENIX Conference on Object-Oriented Technologies and Systems, May 4, 1999, San Diego, CA.
211. "Real-time CORBA for Telecom – Fact or Fiction?" Nortel Design Forum, Ottawa, CA, April 22, 1999.
212. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," Lucent, Columbus, OH, March 18-19 and 25-26, 1999.
213. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," Lucent, Holmdel, NJ, March 1-4, 1999.
214. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," Lucent/Octel, Milpitas, CA, December 14-16, 1998.
215. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," University of California Los Angeles Extension, December 8-10, 1998.
216. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," Motorola, Schaumburg, IL, December 2-4, 1998.

217. "Concurrent Object-Oriented Network Programming and Distributed Object Computing," University of California Berkeley Extension, November 16-18, 1998.
218. "Using Design Patterns and Frameworks to Develop Object-Oriented Communication Software," OOPSLA 1998, October 19th, 1998, Vancouver, British Columbia.
219. "High-Performance CORBA," Lucent CORBA Forum, Holmdel, NJ, September 29, 1998.
220. "Writing Efficient Multi-Thread CORBA Applications," the 3rd Components Users Conference, SIEMENS, Munich, Germany, July 10, 1998.
221. "Using Design Patterns and Frameworks to Develop Object-Oriented Communication Software," UCLA extension course, Milan, Italy, June 29 - July 1, 1998.
222. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," Lucent, Naperville, IL, June 8-11, 1998.
223. "Patterns and Performance of Real-time Object Request Brokers," Fourth IEEE Real-Time Technology and Applications Symposium (RTAS), Denver, Colorado, June 5, 1998.
224. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," University of California Los Angeles Extension, June 1-3, 1998.
225. "Patterns and Principles of Real-time Object Request Brokers," NSA, Ft. Meade, MD, March 22, 1998.
226. Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems, Crosskeys, Ottawa Canada, March 19-21, 1998.
227. "Concurrent Object-Oriented Network Programming and Distributed Object Computing," University of California Berkeley Extension, March 4-6, 1998.
228. "Building Distributed Communication Software with CORBA," the Motorola Systems Symposium, February, 1998, Austin, Texas, USA.
229. "Introduction to Distributed Objects with CORBA," SIGS OOP '98, February 9-13, 1998, Munich, Germany.
230. "Design Patterns for Developing and Using CORBA Object Request Brokers," SIGS OOP '98, February 9-13, 1998, Munich, Germany.
231. Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems, Lucent Technologies, Whippany, NJ, January 5-6, 1998.
232. "Using Design Patterns, Frameworks, and CORBA to Develop Object-Oriented Communication Systems," University of California Los Angeles Extension, December 10-12, 1997.
233. "Concurrent Object-Oriented Network Programming and Distributed Object Computing," University of California Berkeley Extension, December 10-12, 1997.
234. "Using Design Patterns and Frameworks to Develop Object-Oriented Communication Systems," Motorola Cellular Infrastructure Group, Arlington Heights, Illinois, December 1 - 3, 1997.
235. "Using Design Patterns and Frameworks to Develop Object-Oriented Communication Systems," TOOLS Pacific '97, Melbourne, Australia November 24 - 27, 1997.
236. "Using Design Patterns and Frameworks to Develop Object-Oriented Communication Systems" for the IEEE GLOBECOM '97 conference, Phoenix, AZ, November 4-8, 1997.
237. "High-performance Distributed Object Computing with CORBA," IEEE International Conference on Network Protocols, Atlanta, GA, October 28th, 1997.
238. "Using Design Patterns and Frameworks to Develop Object-Oriented Communication Systems," OOPSLA 1997, ACM, Atlanta, GA, October 6-7th, 1997.
239. "Using Design Patterns and Frameworks to Develop Object-oriented Communication Systems," 24th International Conference on Technology of Object-Oriented Languages and Systems (TOOLS Asia '97). Beijing, China, September 22, 1997.
240. "Principles and Patterns of Distributed Object Computing Systems," for the ACM Principles of Distributed Computing Conference (PODC), Santa Barbara, CA, August 21st, 1997.
241. "Distributed Object Computing with CORBA and ACE," Alta Software, Jacksonville, FL, June 4-5th, 1997.

242. "Distributed Object Computing with CORBA", Object Expo, NY, NY, June 2nd, 1997.
243. "Concurrent Object-Oriented Network Programming and Distributed Object Computing," University of California Berkeley Extension, May 28-30, 1997.
244. "Patterns and Principles of Real-time Object Request Brokers," National Security Agency, Ft. Meade, MD, May 13th, 1997.
245. "Building Distributed Communication Software with CORBA," the Motorola Systems Symposium, March, 1997, Chandler, AZ, USA.
246. "Evaluating Concurrency Models for CORBA Servers," the 2nd Components Users Conference, SIEMENS, Munich, Germany, July 14th, 1997.
247. "Design Patterns for Evolving System Software Components from UNIX to Windows NT," the 2st Components Users Conference, SIEMENS, Munich, Germany, July 14th, 1997.
248. "Techniques and Patterns for Distributed Object Computing with CORBA and C++," University of California Berkeley Extension, December 4-6, 1996.
249. "Design Patterns for Concurrent Object-Oriented Programming with ACE and C++," C++ World, Dallas, TX, November 11th, 1996.
250. "Implementing Concurrent CORBA Applications with Multi-Threaded Orbix and ACE," C++ World, Dallas, TX, November 12th, 1996.
251. "Why Reuse has Failed, and How You Can Make it Work for You," Berne Technology Forum 1996, Berne, Switzerland, October 18, 1996.
252. "Introduction to Distributed Object Programming with CORBA," the Local Computer Networks '96 conference, IEEE, Minneapolis, Minnesota, October 13, 1996.
253. "Object-Oriented Design Patterns for Concurrent, Parallel, and Distributed Systems," the OOP-SLA 1996 conference, ACM, San Jose, California, October, 1996.
254. "OO Design Patterns Network Programming in C++," Object Expo Europe, London, England, September 23rd, 1996.
255. "Effective Multithreaded CORBA Programming," Object Expo Europe, London, England, September 24th, 1996.
256. "Workshop on Object Oriented Technologies," Mitsubishi, July 22nd to July 26th, 1996, Kobe, Japan.
257. "Evaluating Concurrency Models for CORBA Servers," the 1st Components Users Conference, SIEMENS, Munich, Germany, July 15th, 1996.
258. "Design Patterns for Evolving System Software Components from UNIX to Windows NT," the 1st Components Users Conference, SIEMENS, Munich, Germany, July 15th, 1996.
259. "OO Design Patterns for Concurrent, Parallel, and Distributed Systems," the 2<sup>nd</sup> *Conference on Object-Oriented Technology*, USENIX, Toronto, Canada, June 17, 1996.
260. "OO Design Patterns for Concurrent, Parallel, and Distributed Systems," the 3<sup>rd</sup> *Conference on Object-Oriented Technology*, USENIX, Portland, Oregon, June 16th, 1996.
261. "OO Design Patterns for Network Programming in C++," the *Object Expo '96 Conference*, SIGS, Sydney, Australia, June 3<sup>rd</sup>, 1996.
262. "Effective Multi-threaded CORBA Programming Programming," the *Object Expo '96 Conference*, SIGS, Sydney, Australia, June 5<sup>th</sup>, 1996.
263. "Concurrent Object-oriented Network Programming with C++," University Of California Berkeley Extension, Berkeley, California, May 22<sup>nd</sup> – 24<sup>th</sup>, 1996.
264. "Experience Developing Reusable Software Using Object-Oriented Design Patterns and Frameworks," the 4<sup>th</sup> *International Conference on Software Reuse*, Orlando, Florida, USA April 23-26, 1996.
265. "Techniques for Object-Oriented Network Programming," the *OOP Conference*, SIGS, Munich, Germany, Feb 14th, 1996.
266. "Using Object-Oriented Design Patterns to Develop Large-Scale Distributed Systems," the *OOP Conference*, SIGS, Munich, Germany, Feb 13<sup>th</sup>, 1996.

267. "Concurrent Object-oriented Network Programming with C++," University Of California Berkeley Extension, Berkeley, California, November 30th-December 1st, 1995.
268. "Using Object-Oriented Design Patterns to Develop Large-Scale Distributed Systems," the 4<sup>th</sup> *C++ World Conference*, SIGS, Chicago, Illinois, October 31st, 1995.
269. "Techniques for Object-Oriented Network Programming," the 4<sup>th</sup> *C++ World Conference*, SIGS, Chicago, Illinois, October 31st, 1995.
270. "Experience using OO Design Patterns to Develop Large-scale Distributed Communication Systems," *OOPSLA 1995 Conference* in Austin, Texas, October 1995.
271. "Concurrent Object-oriented Network Programming with C++," the 9<sup>th</sup> *European Conference on Object-Oriented Programming (ECOOP)*, Aarhus, Denmark, August, 1995.
272. "Concurrent Object-Oriented Network Programming with C++," the 1<sup>st</sup> *Conference on Object-Oriented Technology*, USENIX, Monterey, California, June 23, 1995.
273. "Design Patterns for Concurrent and Distributed Systems," the *Object Expo '95 Conference*, SIGS, New York, NY, June 5<sup>th</sup> 1995.
274. "Object Oriented Network Programming," the *Object Expo '95 Conference*, SIGS, New York, NY, June 5<sup>th</sup>, 1995.
275. "Software Construction with Active Objects in C++," the *OOP '95 Conference*, SIGS, Munich, Germany January 31, 1995.
276. "Object-Oriented Concurrent Programming with C++," the *OOP '95 Conference*, SIGS, Munich, Germany January 31, 1995.
277. "Concurrent Object-Oriented Programming," the *Winter USENIX Conference*, USENIX, New Orleans, Louisiana, January, 1995.
278. "Object-Oriented Network Programming with C++," the 3<sup>rd</sup> *C++ World Conference*, SIGS, Austin, Texas, November 14, 1994.
279. "Object-Oriented Techniques for Dynamically Configuring Concurrent Distributed Applications," the 9<sup>th</sup> *OOPSLA 1994*, ACM, Portland, Oregon, October 23, 1994.
280. "Object-Oriented Network Programming," the 6<sup>th</sup> *C++ Conference*, USENIX, Cambridge, Massachusetts, April 11, 1994.
281. "Object-Oriented Techniques for Developing Extensible Network Servers," the 2<sup>nd</sup> *C++ World Conference*, SIGS, Dallas, Texas, October 19, 1993.

## Professional Activities

### Editorial Activities

1. Guest co-editor for a special issue of the Springer Journal Annals of Telecommunications on "Middleware for Internet distribution in the context of Cloud Computing and the Internet of Things," 2016, with Gordon Blair and Chantal Taconet.
2. Guest co-editor of the Proceedings of the IEEE special issue on Applications of Augmented Reality Environments, 2014.
3. Guest co-editor of the International Journal of Network Protocols and Algorithms (NPA) Special Issue on Data Dissemination for Large scale Complex Critical Infrastructures, 2010.
4. Wrote the foreword to the book *Patterns of Parallel Software Design* by Jorge Luis Ortega Arjona, Wiley, 2010.
5. Editorial board member of the Springer Journal of Internet Services and Applications (JISA).
6. Editorial board member of the Transactions on Pattern Languages of Programming (TPLoP) published by Springer-Verlag.
7. Wrote the foreword to the book *Practical Software Factories in .NET*, by Gunther Lenz and Christoph Wienands, Apress, 2006.
8. Guest editor of the IEEE Computer Special Issue on Model Driven Development, February 2006.



9. Guest co-editor of IEEE Network special issue on “Middleware Technologies for Future Communication Networks,” February 2004 (co-editors with Gordon Blair and Andrew Campbell).
10. Editorial board member of the Springer Journal of Aspect-Oriented Software Development.
11. Wrote the foreword to the book *Fundamentals of Distributed Object Systems: The CORBA Perspective*, by Zahir Tari and Omran Bukhres, Wiley and Sons, 2001.
12. Wrote the foreword to the book *Design Patterns in Communication Software*, edited by Linda Rising, Cambridge University Press, 2000.
13. Guest editor of the Special Issue on Components and Patterns for *The Journal of Theory and Practice of Object Systems*, Wiley & Sons, to appear 2002.
14. Invited editorial on “Trends in Distributed Object Computing” for the special issue on Distributed Object-Oriented Systems appearing in the Parallel and Distributed Computing Practices journal, edited by Maria Cobb and Kevine Shaw, Vol. 3, No. 1, March 2000.
15. Co-editor of “Building Application Frameworks: Object-Oriented Foundations of Framework Design,” John Wiley & Sons, 1999 (co-editors are Mohamed Fayad and Ralph Johnson), ISBN 0-471-24875-4.
16. Co-editor of “Implementing Application Frameworks: Object-Oriented Frameworks at Work,” John Wiley & Sons, 1999 (co-editors are Mohamed Fayad and Ralph Johnson), ISBN 0-471-25201-8.
17. Guest editor of the Special Issue on OO Application Frameworks for the Communications of the ACM, (co-editor Mohamed Fayad), ACM, October, 1997.
18. Guest editor of the special issue on Distributed Object Computing for USENIX Computing Systems Journal, November/December, 1996.
19. Guest editor of a feature topic on Distributed Object Computing for IEEE Communications Magazine, February, 1997.
20. Wrote the foreword for Dr. Nayeem Islam’s book on *Distributed Objects: Methodologies for Customizing Operating Systems* (IEEE Computer Society Press, 1996).
21. Guest editor of the Special Issue on Patterns and Pattern Languages for Communications of the ACM, (co-editors Ralph Johnson and Mohamed Fayad), ACM, October, 1996.
22. Co-editor of a book entitled “Pattern Languages of Program Design,” Addison-Wesley, 1995 (co-editor is Jim Coplien, Bell Labs).
23. Editor of the Patterns++ section of the C++ Report Magazine, April 1997 - March 1998.
24. Editor-in-chief of the C++ Report Magazine, January 1996 - February 1997.
25. Editorial board member of the IEEE Computer Society - Computer Science & Engineering Practice Board.

### **Program Chairmanships and Conference Organization**

1. Chair of the DoD Organic Software Infrastructure Workshop, Arlington VA, August 13th, 2018.
2. General Chair of the Software Product Line Conference, Nashville TN, July/August, 2015.
3. Program Chair of the Interoperable Open Architecture 2013 conference, September 10-11, 2013, Washington, DC.
4. Program Chair of the NSF Workshop on Computing Clouds for Cyber-Physical Systems, March 15th, 2013, Ballston, VA.
5. Program Chair of the Interoperable Open Architecture 2012 conference, October 29-31, 2012, London, UK.
6. Program co-chair for the 1st International Symposium on Secure Virtual Infrastructures (DOA-SVI’11), 17-19 Oct 2011, Crete, Greece.
7. Program co-chair for the COMMunication System softWARE and middleware (Comsware) conference, Helsinki, Finland, August 2010.
8. Doctoral symposium chair for OOPSLA 2009, Orlando Florida, October 25-29, 2009.
9. General co-chair for the 3rd ACM International Conference on Distributed Event-Based Systems (DEBS 2009), July 6-9, 2009 - Nashville, TN, USA.



10. Member of the ISORC 2009 advisory and publicity committee for ISORC 2009, March 17-20, 2009, Toyko, Japan.
11. Area Coordinator for the Integrating Systems of Systems using Services topic at the 6th International Conference on Service Oriented Computing, Sydney (Australia), December 1st - 5th, 2008.
12. Member of the Advisory and Publicity Committee for ISORC 2008, Orlando, Florida, May 5 -7, 2008.
13. Co-chair of the Middleware for Network Eccentric and Mobile Applications (MiNEMA.08) Workshop co-located with ACM EuroSys Conference, March 31 - April 1, 2008, Glasgow, Scotland.
14. General chair of the ACM/IEEE 10th International Conference on Model Driven Engineering Languages and Systems (MODELS 2007), Nashville TN, September 30-October 5, 2007.
15. Area co-coordinator for the Quality of Service research track at the The Fifth International Conference on Service-Oriented Computing, September 17-20, 2007, Vienna, Austria.
16. Program co-chair of the NSF workshop on New Research Directions in Composition and Systems Technology for High Confidence Cyber Physical Systems, July 9, 2007.
17. Program co-chair for the Science of Design Principal Investigators workshop, February 28 to March 2, 2007.
18. Program co-coordinator for SOA Runtime area of the 4th International Conference on Service Oriented Computing Chicago, USA, December 4-7, 2006.
19. Program co-chair of the NSF/NCO Workshop on High-Confidence Software Platforms for Cyber-Physical Systems (HCSP-CPS) Workshop systems, November 30th to December 1st, 2006, Alexandria, VA.
20. Panels chair for the MoDELS 2006 conference, Genova Italy, Oct. 2-6, 2006.
21. Program Co-Chair of the Generative Programming and Component Engineering (GPCE) Conference, Portland, OR, October 2006 (collocated with OOPSLA '06).
22. Program Chair of the NSF/NCO Workshop on New Research Directions in High Confidence Software Infrastructure for Distributed Real-time and Embedded (DRE) systems, July 10th, 2006, Fairfax VA.
23. Program Co-Chair of the NSF/NCO High Confidence Medical Device Software and Systems (HCMDSS) Workshop, May 2005, University of Pennsylvania, Philadelphia, Pennsylvania.
24. Track Vice Chair for Real-time Middleware and Software Engineering for the Real-time Systems Symposium, Lisbon, Portugal, December, 2004.
25. Program Co-chair for the NSF/NCO Planning Meeting for the High Confidence Medical Device Software and Systems (HCMDSS) Workshop, November 16-17, 2004, Arlington, VA.
26. Program chair for 19th Annual ACM SIGPLAN Conference on Object-Oriented Programming, Systems, Languages, and Applications (OOSPLA), October 24-28, 2004, Vancouver, British Columbia, Canada.
27. General co-chair of the IEEE Real-Time and Embedded Technology and Applications Symposium, May 25 - 28, 2004, Toronto, Canada.
28. Program chair of the CCM Workshop, December 10th, 2003, Nashville, TN.
29. General co-chair for the 5th International Symposium on Distributed Objects and Applications, November 3-7 2003, Catania, Sicily.
30. Program co-chair of the 3rd TAO Workshop, July 18, 2002, Arlington, VA.
31. Program co-chair for Middleware 2003, 4th IFIP/ACM/USENIX International Conference on Distributed Systems Platforms, June 16-20, 2003, Rio de Janeiro, Brazil.
32. Program co-chair for the 9th IEEE Real-time/Embedded Technology and Applications Symposium (RTAS), May 27-30, 2003, Washington, DC.
33. Area vice-chair and session chair for Middleware at the 23rd IEEE International Conference on Distributed Computing Systems (ICDCS), May 19-22nd, 2003, Providence, RI.
34. Program co-chair of the IEEE Workshop on LargeScale Real-Time and Embedded Systems, December 2, 2002, Austin, TX.

35. Program co-chair for the 4th International Symposium on Distributed Objects and Applications, October 28–November 1, 2002, Irvine, CA.
36. Co-organizer of the cross-agency Software Design and Productivity Coordinating Group Workshop on New Visions for Software Design and Productivity: Research and Applications, December 13-14, Nashville, TN.
37. Program co-chair for the 3rd International Symposium on Distributed Objects and Applications, September 18-20, 2001, Rome, Italy.
38. Co-organizer of the cross-agency Workshop on New Visions for Software Design and Productivity, April 18-19, 2000, Ballston, VA.
39. Area vice-chair and session chair for Middleware at the IEEE International Conference on Distributed Computing Systems, April 16-19, Phoenix, AZ, 2001.
40. Tutorial chair for the 6th USENIX Conference on Object-Oriented Technologies and Systems, January 27 - February 3, 2001, San Antonio, TX.
41. Co-chair of the OMG Workshop on Real-time and Embedded CORBA, in Reston, VA, July 24-27, 2000.
42. General chair of the IFIP/ACM International Conference Middleware 2000 in New York, April, 2000.
43. Tutorial chair for the 5<sup>th</sup> USENIX Conference on Object-Oriented Technologies and Systems, May 3-7, 1999, San Diego, CA.
44. Treasurer for the Fourth International Workshop on Object-oriented Real-time Dependable Systems (WORDS'99) January 27-29, 1999, Radisson Hotel, Santa Barbara, California, USA.
45. Tutorial chair for the 4<sup>th</sup> USENIX Conference on Object-Oriented Technologies and Systems, April 27-30, 1998, Santa Fe, New Mexico.
46. Co-chair of the mini-track on Engineering Client-Server Systems for the HICSS-31 conference, the Big Island of Hawaii - January 6-9, 1998.
47. Tutorial chair for the 3<sup>rd</sup> USENIX Conference on Object-Oriented Technologies and Systems, Portland, OR, June 1997.
48. Publicity chair for the 5<sup>th</sup> IEEE International Workshop on Object-Orientation in Operating Systems, IEEE TCOS and USENIX, Seattle, Washington, October 27-28, 1996.
49. Program chair for 3<sup>rd</sup> conference on Programming Languages of Programming, Allerton, IL, USA, September, 1996.
50. Program chair for the 2<sup>nd</sup> USENIX Conference on Object-Oriented Technologies, June 1996.

#### **Professional Service and Advisory Positions**

1. Member of the Fraunhofer Advisory Board for the University of Maryland, College Park.
2. Member of the steering committee for the Software Product-Line Conference series.
3. Member of the Future Airborne Capabilities Environment (FACE) Advisory Board.
4. Vice-Chair of the Cyber Situation Awareness study for the Air Force Scientific Advisory Board.
5. Member of the Joint Tactical Radio System (JTRS) Tiger Team in support of the Assistant Secretary of the Army, Acquisition, Logistics, and Technology.
6. Member of the Air Force Scientific Advisory Board.
7. Member of the advisory board for the NSF-sponsored Repository for Model-Driven Development (ReMoDD) project at Colorado State University.
8. Member of the National Academics Committee on Advancing Software-Intensive Systems Producibility, chaired by Bill Scherlis from Carnegie Mellon University (CMU).
9. Member of the Engineering and Methods Technical Advisory Group (TAG) for the Software Engineering Institute at Carnegie Mellon University (CMU) from 2006 to 2009.
10. Member of the Ultra-Large-Scale (ULS) Systems study commissioned by the US Army and conducted at the Software Engineering Institute at Carnegie Mellon University (CMU).

11. Member of the Joshua group, which is an advisory board for the Air Force Research Lab (AFRL) in Rome, NY.
12. Member of the steering committee for the Distributed Objects and Applications conference series.
13. Member of the steering committee for the ACM/USENIX/IFIP Middleware conference series.
14. Member of the steering committee for EMSOFT 2002: Second Workshop on Embedded Software, Grenoble, France, October, 7–9th, 2002.
15. Member of the steering committee for EMSOFT 2001: First Workshop on Embedded Software, Lake Tahoe, California, October, 8th–10th, 2001.
16. Member of the Board of Directors for the Embedded Systems Consortium for Hybrid and Embedded Research (ESCHER).
17. Member of the NASA/JPL Mars Science Laboratory Mission Concept Review Board.
18. Chair of the subcommittee on Embedded and Hybrid Systems program for the National Science Foundation's 2003 Committee of Visitors in the Computer and Communications Research (C-CR) Division.
19. Co-chair of the Software Design and Productivity (SDP) Coordinating Group of the Federal government's multi-agency Information Technology Research and Development (IT R&D) Program, the collaborative IT research effort of the major Federal science and technology agencies. The SDP Coordinating Group formulates the multi-agency research agenda in fundamental software design.
20. One of the three founding members of the Scientific Advisory Board for the *International Symposium of Distributed Objects and Applications* conference series.
21. Member of the advisory board for Entera, which provides Internet content delivery systems based on ACE.
22. Invited to participate in the OO Working Group of the "Strategic Directions in Computing Research" workshop sponsored by ACM at MIT in June 1996.

#### Technical Program Committees

1. The 3rd IEEE International Conference on Autonomic Computing and Self-Organizing Systems (ACSOS 2022) held virtually from 19th to 23rd September 2022.
2. The 16th ACM International Conference on Distributed and Event-Based Systems, June 27 to July 1, 2022, Copenhagen, Denmark.
3. 8th International Workshop on Middleware and Applications for the Internet of Things (M4IoT), held in December 2021 in conjunction with the ACM/IFIP International Middleware Conference.
4. Middleware 2021 Doctoral Symposium, Dec. 6-10, 2021 in Quebec Canada.
5. The 2nd IEEE International Conference on Autonomic Computing and Self-Organizing Systems (ACSOS 2021), September 27 to October 1, 2021, Washington DC, USA.
6. "Web of Things, Ubiquitous and Mobile Computing" Track for the Web Conference 2021, Ljubljana, Slovenia, from April 19-23, 2021.
7. 7th International Workshop on Middleware and Applications for the Internet of Things (M4IoT), December 2020 in conjunction with the ACM/IFIP International Middleware Conference.
8. 14th ACM International Conference on Distributed and Event-based Systems, July 13 to July 17, 2020, in Montreal, Quebec, Canada.
9. The Web Conference 2020: Web of Things, Ubiquitous, and Mobile Computing Track, April 20-24th, 2020, Taipei, Taiwan.
10. 6th Middleware for Context-Aware Applications in the IoT (M4IOT) workshop collocated with the ACM/IFIP/USENIX Middleware 2019 Conference, UC Davis, California, USA, December 9-13th 2019.
11. IEEE Workshop on IoT Big Data and Blockchain, at the 2019 IEEE International Conference on Big Data (IEEE Big Data 2019), December 9-12, 2019, Los Angeles, CA, USA.
12. The Second International Workshop on Blockchain Dependability, in conjunction with SRDS2019, Lyon, France, October 1, 2019.

13. The 13th ACM International Conference on Distributed and Event-based Systems, 4th-28th June, 2019, Darmstadt, Germany.
14. The “Web of Things, Ubiquitous, and Mobile Computing” track of The Web Conference 2019, San Francisco, CA, USA, May 13–17, 2019.
15. 17th Workshop on Adaptive and Reflexive Middleware (ARM), collocated with ACM/IFIP/Usenix Middleware 2018, December 10-14th, 2018, Rennes, France.
16. 25th International Conference on Pattern Languages of Programs (PLoP 2018), October 23 – 26th, Portland, OR, USA.
17. First International Workshop on Blockchain Dependability (WBD2018), held in conjunction with the 14th European Dependable Computing Conference, 10-14 September 2018, Iasi, Romania.
18. Workshop on Designing Resilient Intelligent Systems for Testability and Reliability, April 30 – May 4, 2018 in Seattle, USA (co-located with ICSA 2018).
19. 15th IEEE International Conference on Autonomic Computing (ICAC 2018), Sept 3-7, 2018, Trento, Italy.
20. International Conference on Information Society and Smart Cities (ISC 2018), Oxford city, United Kingdom 06-07 June, 2018.
21. 16th Workshop on Adaptive and Reflective Middleware workshop collocated with the ACM/IFIP/USENIX Middleware 2017 Conference, Las Vegas, Nevada, Dec 11-15, 2017.
22. 4th Middleware for Context-Aware Applications in the IoT (M4IOT) workshop collocated with the ACM/IFIP/USENIX Middleware 2017 Conference, Las Vegas, Nevada, Dec 11-15, 2017.
23. 10th International Workshop on Dynamic Software Product Lines - Adaptive Systems through Runtime Variability (DSPL '17), Sept 25-29, 2017, Sevilla, Spain.
24. 11th ACM International Conference on Distributed and Event-Based Systems (DEBS 2017), June 19 - 23, 2017, Barcelona, Spain.
25. 3rd Middleware for Context-Aware Applications in the IoT (M4IOT) workshop collocated with the ACM/IFIP/USENIX Middleware 2016 Conference, December 12-16, 2016 - Trento, Italy.
26. 7th International Symposium On Leveraging Applications of Formal Methods, Verification and Validation, October 5th – 14th, 2016, Corfu, Greece.
27. 10th ACM International Conference on Distributed and Event-based Systems, June 20 to June 24, 2016 in Irvine, CA.
28. First International Workshop on Science of Smart City Operations and Platforms Engineering (SCOPE), April 11, 2016, Vienna, Austria (Co-located with CPS Week).
29. 9th Dynamic Software Product Lines (DSLPL) 2015 (held as part of SASO 2015) at MIT on September 21, 2015.
30. 13th International Conference on Advances in Mobile Computing and Multimedia (MoMM2015), Brussels, Belgium from 10-12 December 2015.
31. 13th IEEE/IFIP International Conference on Embedded and Ubiquitous Computing (EUC 2015, track on Cyber Physical Systems, Porto Portugal, October 21-23, 2015.
32. 35th IEEE International Conference on Distributed Computing Systems (ICDCS), June29 - July 2, 2015 in Columbus, Ohio, USA.
33. Fourth International Conference on Emerging Applications of Information Technology (EAIT) at Indian Statistical Institute, Kolkata, India, December 19-21, 2014.
34. The 20th IEEE Real-Time and Embedded Technology and Applications Symposium (RTAS 2014), Berlin, Germany, April 2014.
35. International Conference on Model-Driven Engineering and Software Development (MODELSWARD 2014), Lisbon, Portugal, 7-9 January, 2014.
36. 14th ACM/IFIP/USENIX International Middleware Conference (Middleware 2013), December 9-13, Beijing, China.
37. 32nd International Symposium on Reliable Distributed Systems (SRDS 2013), September 30-October 3, 2013 at Braga, Portugal.

38. 17th International Software Product Line Conference SPLC, Tokyo, Japan, 26-30 August 2013.
39. First International Workshop on Engineering Mobile-Enabled Systems, in conjunction with ICSE 2013, May 18-26th, 2013, San Francisco, CA.
40. International Conference on Model-Driven Engineering and Software Development (MODELSWARD 2013), Barcelona, Spain, 19-21 February, 2013.
41. ACM/USENIX/IFIP International Middleware conference, Montreal, Quebec, Canada, December 3-7, 2012.
42. 11th Workshop on Adaptive and Reflective Middleware, in conjunction with Middleware 2012 in Montreal, Quebec, Canada, December 3-7, 2012.
43. International Workshop on Real-Time and Distributed Computing in Emerging Applications (REACTION) 2012, San Juan, Puerto Rico, December 4, 2012, in co-location with the 33rd IEEE Real-Time Systems Symposium.
44. Third International Conference on Emerging Applications of Information Technology (EAIT) November 29 - December 01, 2012, Kolkata, India.
45. IASTED International Conference on Parallel and Distributed Computing and Systems (PDCS), Las Vegas, USA, November 12 - 14, 2012.
46. 31st International Symposium on Reliable Distributed Systems (SRDS), 8th-11th October 2012. Irvine, California.
47. Sixth International Workshop on Dynamic Software Product Lines (DSPL), September 2 - 7, 2012, Salvador, Brazil.
48. 16th International Software Product Line Conference (SPLC 2012), Salvador, Brazil on 02-07 September 2012.
49. 5th International workshop UML and Formal Methods (UML&FM 2012), Paris, France, August 27-31, 2012.
50. UML&AADL 2012, July 18-20, 2012, Ecole Normale Supérieure, Paris, France.
51. 17th IEEE International Conference on Engineering of Complex Computer Systems (ICECCS 2012), July 18-20, 2012, Ecole Normale Supérieure, Paris, France.
52. COMPSAC 2012 - Trustworthy Software Systems for the Digital Society, July 16-20, 2012, Izmir, Turkey.
53. Foundations Track of the 8th European Conference on Modelling Foundations and Applications (ECMFA 2012), Copenhagen, Denmark, 2-6th of July, 2012.
54. 24th International Conference on Software Engineering and Knowledge Engineering, Redwood City, California, USA, July 1-3, 2012.
55. 12th IFIP International Conference on Distributed Applications and Interoperable Systems (DAIS'12), Stockholm, Sweden, 13-16 June 2012.
56. 15th IEEE International Symposium on Object and component-oriented Real-time distributed Computing (ISORC), April 11-13, 2012, Shenzhen, China.
57. 23rd IASTED International Conference on Parallel and Distributed Computing and Systems (PDCS 2011), Dallas, USA, December 14 to 16, 2011.
58. Fourth IEEE International Workshop on Real-Time Service-Oriented Architecture and Applications (RTSOAA 2011), December 12th-14th 2011, University of California, Irvine, CA.
59. ACM/IFIP/USENIX International Middleware Conference, Lisbon, Portugal, December 12th to 16th, 2011.
60. 9th International Conference on Advances in Mobile Computing and Multimedia (MoMM2011), Hue City, Vietnam, 05-07 December 2011.
61. Control Systems, Automation and Robotics track of the 3rd International Congress on Ultra Modern Telecommunications and Control Systems (ICUMT 2011), Hungary on October 5-7, 2011.
62. 15th IEEE International Enterprise Distributed Object Computing Conference (EDOC 2011), August 29th - September 2nd, 2011, Helsinki, Finland.



63. 15th International Software Product Line Conference (SPLC 2011), Research/Experience Track, Munich, Germany, August, 22-26, 2011.
64. 15th International Software Product Line Conference (SPLC 2011), Industry Track, Munich, Germany, August, 22-26, 2011.
65. 2nd Workshop on Formal Methods in Software Product Line Engineering - Munich (Germany), August 2011.
66. 23rd International Conference on Software Engineering and Knowledge Engineering (SEKE2011), Miami Beach, USA, July 7-9, 2011.
67. 2nd International Workshop on Analysis Tools and Methodologies for Embedded and Real-time Systems, July, 5th 2011, Porto, Portugal.
68. Fourth IEEE International workshop UML and Formal Methods, co-located with FM 2011, June 20th, 2011, Lero, Limerick, Ireland.
69. The Software Engineering and Data Engineering (SEDE 2011) conference, Las Vegas, Nevada, June 20-22, 2011.
70. 3rd International Workshop on Model-Driven Architecture and Modeling-Driven Software Development (MDA&MDSD 2011) in conjunction with the 6th International Conference on Evaluation of Novel Approaches to Software Engineering - ENASE 2011, Beijing Jiaotong University, 8-11, June 2011.
71. 11th International IFIP Conference on Distributed Applications and Interoperable Systems (DAIS 2011), Reykjavik, Iceland, June 6-9 2011.
72. Second Product LinE Approaches in Software Engineering (PLEASE) workshop, collocated with 33rd International Conference on Software Engineering, Waikiki, Honolulu, Hawaii, May 21-28, 2011.
73. 16th Annual IEEE International Conference on the Engineering of Complex Computer Systems (ICECCS), April 27th-29th, 2011 Las Vegas, NV, USA.
74. Sixth IEEE International workshop UML and AADL, in conjunction with ICECCS 2011, April 27th, 2011, Las Vegas, USA.
75. First International Workshop on Cyber-Physical Networking Systems (CPNS'2011), in conjunction with INFOCOM 2011, April 15, 2011, Shanghai, China.
76. 2nd Workshop on Model Based Engineering for Embedded System Design (M-BED 2011), collocated with the Design, Automation, and Test in Europe (DATE) conference, 14-18, March, 2011, Grenoble, France.
77. Second International Conference on Emerging Applications of Information Technology (EAIT 2011), February, 2011 at Kolkata, India.
78. Fifth International Workshop on "Variability Modeling of Software-intensive Systems" (VaMoS '11), January 27-29 2011 in Namur, Belgium.
79. 9th Workshop on Adaptive and Reflective Middleware (ARM 2010) November 27, 2010, Bangalore India, collocated with Middleware 2010.
80. The 22nd IASTED International Conference on Parallel and Distributed Computing and Systems (PDCS 2010), November 8-10, 2010, Marina Del Ray, California.
81. International Conference on Software Engineering, Management, and Application (ICSEMA 2010) Kathmandu, Nepal, October 29th and 30th, 2010.
82. The MobiCPS 2010 workshop, held in conjunction with the 7th International Conference on Ubiquitous Intelligence and Computing (UIC2010), October 26-29, 2010 Xian, China.
83. Fourteenth IEEE International Enterprise Computing Conference (EDOC 2010), 25-29 October 2010, Vitoria, ES, Brazil.
84. Advances in Business ICT (ABICT) 2010 Workshop Wisla, Poland, October 18-20, 2010.
85. 3rd Workshop on Model Based Architecting and Construction of Embedded Systems (ACES-MB), held in conjunction with MoDELS 2010, Oslo, Norway, October 3-8, 2010.
86. 4th Dynamic Software Product Line Workshop held in conjunction with the 14th International Software Product Line Conference 2010, Jeju Island, South Korea, September 13-17, 2010.



87. TOOLS Europe 2010, Malaga, Spain, June 28 to July 2, 2010.
88. 22nd International Conference on Software Engineering and Knowledge Engineering (SEKE'2010), to be held July 1-3, 2010, Redwood City, California.
89. 13th International Symposium on Component Based Software Engineering (CBSE 2010), June 23-25 2010 in Prague, Czech Republic.
90. Sixth European Conference on Modelling Foundations and Applications (ECMFA), University of Pierre & Marie Curie, Paris, France. June 15-18, 2010.
91. 10th IFIP WG 6.1 International Conference on Distributed Applications and Interoperable Systems (DAIS), Amsterdam, The Netherlands, June 7-9, 2010.
92. The 11th OMG Real-time/Embedded CORBA workshop, Washington DC, May 24-26, 2010.
93. Industrial track at the 32nd International Conference on Software Engineering (ICSE 2010), Cape Town (South Africa), May 2-8, 2010.
94. Thirteenth International Conference on Business Information Systems (BIS 2010), Berlin, Germany, May 3-5 2010.
95. 1st International Workshop on Product LinE Approaches in Software Engineering, May 2nd, 2010, Cape Town, South Africa, held in conjunction with the 32nd International Conference on Software Engineering (ICSE 2010).
96. Workshop on Effective Multicasting for Future Critical Networked Systems (EMFINES 2010), at the Eighth European Dependable Computing Conference (EDCC), Valencia, Spain, April 28-30, 2010.
97. 1st Workshop on Model-Based Engineering for Embedded Systems Design, co-located with DATE 2010, March 12, 2010 in Dresden, Germany.
98. IEEE International Conference on Engineering of Complex Computer Systems (ICECCS 2010), Oxford 22-26, March 2010.
99. Special session on "Advanced Peer-to-Peer Protocols and Applications" at the Ninth IASTED International Conference on Parallel and Distributed Computing and Networks (PDCN 2010) February 16-18, 2010 Innsbruck, Austria.
100. Fourth Variability Modelling of Software-intensive Systems (VaMoS '10) workshop, Linz, Austria - January 27-29, 2010.
101. 8th Workshop on Adaptive and Reflective Middleware (ARM'09), in collocation with the 10th ACM/IFIP/USENIX Middleware Conference, in Urbana Champaign, Illinois, November 30th, 2009.
102. Workshop committee for OOPSLA 2009, Orlando Floria, October 25-29, 2009.
103. The ARTIST 2nd International Workshop on Model Based Architecting and Construction of Embedded Systems (ACESMB 2009), in conjunction with the 12th ACM/IEEE International Conference on Model Driven Engineering Languages and Systems (MODELS 2009), October 6th, 2009, Denver, Colorado.
104. The Thirteenth IEEE International EDOC Conference (EDOC 2009), 31 August - 4 September 2009, Auckland, New Zealand.
105. The 10th OMG Real-time/Embedded CORBA workshop, Washington DC, July 13-15, 2009.
106. The Software Engineering and Knowledge Engineering (SEKE'2009) conference, July 1-3, 2009, Boston, MA.
107. 12th International Symposium on Component-Based Software Engineering (CBSE 2009), East Stroudsburg University, Pennsylvania, USA, June 22-25, 2009.
108. The Second International Workshop on Cyber-Physical Systems (WCPS2009), held in conjunction with IEEE ICDCS 2009 in Montreal, Canada, June 22, 2009.
109. The Fifth European Conference on Model Driven Architecture Foundations and Applications (ECMDA), Gdansk, Poland, summer of 2009.
110. The 9th IFIP International Conference on Distributed Applications and Interoperable Systems (DAIS 2009) conference, Lisbon, Portugal, June 9-11, 2009.

111. The Fourth International Conference on COMmunication System softWAre and middlewaRE (COM-SWARE), 15th - 19th June 2009, Trinity College Dublin, Ireland.
112. The UML&AADL Workshop, held in conjunction with ICECCS 2009 The fourteenth IEEE International Conference on Engineering of Complex Computer Systems June 02, 2009, Potsdam, Germany.
113. The 15th Real-time and Embedded Applications Symposium (RTAS) 2009, Track B, Real-time and Embedded Applications, Benchmarks and Tools, San Francisco, CA, United States, April 13 - 16, 2009.
114. Member of the ISORC 2009 advisory and publicity committee for ISORC 2009, March 17-20, 2009, Toyko, Japan.
115. the 13th International Software Product Line Conference (SPLC), August 24-28, 2009, San Francisco, CA.
116. the European Conference on Model Driven Architecture - Foundations and Applications 2009, University of Twente, Netherlands, June 2009.
117. The third workshop on "Variability Modelling of Software-intensive systems" (VaMoS'09), January 28-30 2009 in Sevilla, Spain.
118. the 1st Workshop on Software Reuse Efforts, November 27-29, 2008 Brazil.
119. the 7th Workshop on Adaptive and Reflective Middleware (ARM'08) in collocation with the 9th ACM/IFIP/USENIX Middleware Conference, Leuven, Belgium, December 1st 2008.
120. the Middleware 2008 9th International Middleware Conference, December 1-6, 2008, Leuven, Belgium.
121. the 11th Component-Based Software Engineering conference, Karlsruhe, Germany, October 14-17, 2008.
122. the ARTIST International Workshop on Model Based Architecting and Construction of Embedded Systems (ACESMB 2008), in conjunction with the 11th ACM/IEEE International Conference on Model Driven Engineering Languages and Systems (MODELS 2008), Toulouse, September 29th, 2008.
123. the 6th Java Technology for Real-Time and Embedded Systems (JTRES) conference, Santa Clara, California, USA, 24-26 September, 2008.
124. the 12th IEEE International Enterprise Distributed Computing Conference (EDOC) (EDOC 2008), 15-19 September 2008, Munich, Germany.
125. the First Workshop on Analyses of Software Product Lines (ASPL'08), September 12, 2008 in Limerick, Ireland in conjunction with SPLC'08.
126. the 9th OMG Real-time/Embedded CORBA workshop, Washington DC, July 14-17, 2008
127. the 3rd International Conference on Software and Data Technologies, July 5-8, 2008, Porto, Portugal.
128. the 20th International Conference on Software Engineering and Knowledge Engineering (SEKE'08), Redwood City, California, USA, July 1-3, 2008.
129. the TOOLS EUROPE 2008 conference, June 30 to July 4, 2008 at ETH Zurich.
130. National Conference on Research & Development in Hardware & Systems (CSI-RDHS 2008), Computer Society of India Kolkata Chapter & CSI Division I (Hardware & Systems), June 20-21, 2008, Kolkata, India.
131. the First International Workshop on Cyber-Physical Systems, Beijing, China, June 17 - 20, 2008.
132. the ECMDA 2008 (Fourth European Conference on Model Driven Architecture Foundations and Applications) in Berlin, June 09 - 12, 2008.
133. the Distributed Applications and Interoperable Systems (DAIS), Oslo, Norway, June 4, 2008.
134. the 2nd International Workshop on Ultra-Large-Scale Software-Intensive Systems (ULSSIS 2008), May 10-11, 2008 Leipzig, Germany.
135. the Automotive Systems Track at the 30th International Conference on Software Engineering (ICSE), Leipzig, Germany, 10-18 May 2008.

136. the Real-Time and embedded Applications / Benchmarks track at the 14th IEEE Real-Time and Embedded Technology and Applications Symposium (RTAS 2008), St. Louis, MO, April 22-24, 2008.
137. the 3rd UML and AADL Workshop held in conjunction with the 13th IEEE International Conference on Engineering of Complex Computer Systems, Belfast, Northern Ireland, 31 March - 4 April 2008.
138. the ACM Programming for Separation of Concern track at SAC 2008, Fortaleza, Brazil, March 16 - 20, 2008.
139. the 6th edition of the International Workshop on Adaptive and Reflective Middleware, held in conjunction with Middleware 2007 in Newport Beach, California.
140. the IEEE/ACM/USENIX Middleware conference, November 2007.
141. the IASTED International Conference on Parallel and Distributed Computing and Systems, PDCS 2007, Cambridge, MA, USA from Nov 19-21, 2007.
142. the 9th International Symposium on Distributed Objects, Middleware, and Applications (DOA), Iberian peninsula and islands, Oct 28 - Nov 2, 2007.
143. Member of the Doctoral Symposium committee at OOPSLA 2007, Portland, OR October 21-25, 2007.
144. the International Symposium on Ambient Intelligence and Computing, October 2007, Korea.
145. the IEEE conference on Enterprise Distributed Object Computing (EDOC), Annapolis, MD, October 15-19, 2007.
146. the 5th Java Technology for Real-Time and Embedded Systems (JTRES), Vienna, Austria, 26-28 September, 2007.
147. the Workshop on Trade-Off analysis of Software Quality Attributes (TOSQA), collocated with the sixth joint meeting of the European Software Engineering Conference and the ACM SIGSOFT Symposium on the Foundations of Software Engineering, Dubrovnik, Croatia, September 3-7, 2007.
148. the 2nd International Conference on Software and Data Technologies, July 22-25th 2007, Barcelona, Spain.
149. the Fourth IEEE International Conference on Web Services, Salt Lake City, UT, July 9-13, 2007.
150. the 10th International Component-Based Software Engineering (CBSE) Symposium, Boston, MA, July 9-11 2007.
151. the 8th OMG Real-time/Embedded CORBA workshop, Washington DC, July 9-12, 2007.
152. the International Conference TOOLS EUROPE 2007, Zurich, Switzerland on June, 24-28 2007.
153. the track on "Real-Time and Embedded Applications and Benchmarks" for the 13th IEEE Real-Time and Embedded Technology and Applications Symposium, Bellevue, WA, April 3 - April 6, 2007.
154. the Workshop on the Foundations of Interactive Computation (FInCo 2007), Braga, Portugal, March 24 - April 1, 2007.
155. the 15th International Workshop on Parallel and Distributed Real-Time Systems (WPDRTS), Long Beach, California, 26-27 March, 2007.
156. the ACM Symposium on Applied Computing, Programming for Separation of Concerns track, Seoul, Korea, March 11 - 15, 2007.
157. the Workshop on Pervasive Computing Environments and Services (PCES 07), Naples, Italy, Feb 7-9, 2007.
158. the Minitrack on Components for Embedded and Real-time Systems at the 40th Hawaiian International Conference on System Sciences, January 3-6, 2007 at Waikoloa, Big Island, Hawaii.
159. the 13th Asia Pacific Software Engineering Conference (APSEC06), Bangalore, India, Dec 6-8, 2006.
160. the Real-time Middleware and Software Engineering track of the The 27th IEEE Real-Time Systems Symposium, December 5-8, 2006 Rio de Janeiro, Brazil.

161. the 2nd International Conference on Trends in Enterprise Application Architecture, November 29th to December 1st, 2006, Berlin, Germany.
162. the workshop on MOdel Driven Development for Middleware (MODDM), November 27, 2006, Melbourne, Australia.
163. the International Symposium on Distributed Objects and Applications (DOA), Montpellier, France, Oct 29 - Nov 3, 2006.
164. the "Library-Centric Software Design" (LCSD'06) workshop at the OOPSLA'06 conference in Portland, Oregon, October 22-26, 2006.
165. Judge for the Student Research Competition at OOPSLA 2006, Portland, OR, October 23-24, 2006.
166. the NSF Workshop On Cyber-Physical Systems, October 16 - 17, 2006, Austin, Texas.
167. the Models at Run-Time MaRT-06 workshop held at the MoDELS 2006 conference, Genova Italy, Oct. 2-6, 2006.
168. the MoDELS 2006 conference, Genova Italy, Oct. 2-6, 2006.
169. the 7th OMG Real-time/Embedded CORBA workshop, Washington DC, July 11-14, 2006.
170. the European Conference on Object-Oriented Programming, Nantes, France, July 3-7, 2006.
171. the 9th International Symposium on Component-Based Software Engineering (CBSE 2006), Mälardalen University, Sweden, June 29th-1st July 2006.
172. the 28th International Conference on Software Engineering (ICSE 28), May 24-26, 2006, Shanghai, China.
173. the 14th International Workshop on Parallel and Distributed Real-Time Systems, April 25-26, 2006, Island of Rhodes, Greece.
174. the 9th IEEE International Symposium on Object-oriented Real-time Distributed Computing, April 24-26, 2006, Gyeongju, Korea.
175. the Automotive Software Workshop San Diego (ASWSD 2006), University of California, San Diego, March 15-17, 2006.
176. the C++ Connections: 20 Years of C++ conference, Nov 7-11, 2005, Mandalay Bay, Las Vegas, NV.
177. the Conference on Distributed Objects and Applications (DOA 2005), Oct 31 - Nov 4, 2005, Agia Napa, Cyprus.
178. the 20th Annual ACM SIGPLAN Conference on Object-Oriented Programming, Systems, Languages, and Applications (OOSPLA), October 16-20, 2005, San Diego, CA, USA.
179. the 6th International Conference on Middleware (Middleware'2005), October, 2005, Grenoble, France.
180. the 2005 Monterey Workshop on Networked Systems, Laguna Beach, California, September 22-24, 2005.
181. The 12th Pattern Language of Programs (PLoP 2005), September 7-10, 2005, Allerton Park, Monticello, Illinois, USA.
182. the 14th IEEE International Symposium on High-Performance Distributed Computing (HPDC-14), Research Triangle Park, North Carolina, July 27, 2005.
183. the 5th International Workshop on Software and Performance (WOSP 2005), Palma de Mallorca, Spain, July 11-15, 2005.
184. the 6th OMG Real-time/Embedded CORBA workshop, Washington DC, July 11-14, 2005.
185. the 5th IFIP WG 6.1 International Conference on Distributed Applications and Interoperable Systems (DAIS 2005), June 15-17, 2005, Athens, Greece.
186. the International Conference on Autonomic Computing (ICAC 2005), Seattle, WA, June 2005.
187. the International Symposium on Component-Based Software Engineering (CBSE), co-located with the International Conference on Software Engineering (ICSE), May 14-15, 2005, St. Louis, MO.

188. the Foundations of Interactive Computation (FINCO'05) Workshop, Saturday, 9 April 2005, in Edinburgh, Scotland.
189. the Embedded Applications track of the IEEE Real-Time and Embedded Technology and Applications Symposium (RTAS) 2005, San Francisco, California, March 2005.
190. the "Programming for Separation of Concerns" track at Symposium on Applied Computing (SAC 2005), Santa Fe, New Mexico, March 2005.
191. the 12th International Symposium on the Foundations of Software Engineering, November 6th, 2004, Newport Beach, California.
192. the Conference on Distributed Objects and Applications (DOA 2004), October 25-29, 2004 in Cyprus, Greece.
193. the 2nd International Workshop on Java Technologies for Real-Time and Embedded Systems (JTRES), October 25-29, 2004, Larnaca, Cyprus.
194. the 3rd Workshop on Reflective and Adaptive Middleware (RM2004), October 19, 2004, Toronto, Ontario, Canada.
195. the Middleware 2004 5th IFIP/ACM/USENIX International Conference on Distributed Systems Platforms, October 18-22, 2004, Toronto, Canada.
196. the 4th TAO+CIAO Workshop, Arlington, VA, July 16, 2004.
197. the DARPA Workshop on Java in Real-Time and Embedded Defense Applications, Arlington, VA, July 13, 2004.
198. the OMG Real-time/Embedded CORBA workshop, Crystal City, VA, July 12-15, 2004.
199. the ECOOP 2004 conference, June 14-18, 2004, Oslo, Norway.
200. the Middleware track of the 24th IEEE International Conference on Distributed Computing Systems (ICDCS), May 23-26, 2004, Tokyo, Japan.
201. the 2nd International Workshop on Remote Analysis and Measurement of Software Systems (RAMSS), Edinburgh, Scotland, UK, May 24, 2004.
202. Aspect-Oriented Software Development conference, Lancaster, England, March 22-26, 2004.
203. the SPIE/ACM Conference on Multimedia Computing and Networking, January 21-22, 2004 Santa Clara, California.
204. the Real-time Systems Symposium (RTSS), Cancun, Mexico, December 3-5, 2003.
205. the 4th IFIP International Conference on Distributed Applications and Interoperable Systems (DAIS), Paris - France November 17-21, 2003.
206. the International Workshop on Java Technologies for Real-Time and Embedded Systems (JTRES), November 3-7, 2003, Catania, Sicily, Italy.
207. the Domain Driven Development track at the OOPSLA 2003 18th Annual ACM SIGPLAN Conference on Object-Oriented Programming, Systems, Languages, and Applications, October 26-30, 2003, Anaheim, California, USA.
208. the OOPSLA 2003 18th Annual ACM SIGPLAN Conference on Object-Oriented Programming, Systems, Languages, and Applications, October 26-30, 2003, Anaheim, California, USA.
209. External reviewer for the 2nd Generative Programming and Component Engineering (GPCE '03) conference, Erfurt, Germany, September 22-25, 2003.
210. the OMG Real-time/Embedded CORBA workshop, Crystal City, VA, July 14-17, 2003.
211. the The 2nd Workshop on Reflective and Adaptive Middleware, Rio de Janeiro, Brazil, June 17, 2003.
212. the ACM SIGPLAN 2003 Conference on Programming Language Design and Implementation (PLDI), San Diego, California, June 9 - 11, 2003.
213. the 1st International Workshop on Remote Analysis and Measurement of Software Systems (RAMSS), Portland, Oregon, May 9, 2003.
214. External reviewer for the 17th International Parallel and Distributed Processing Symposium, April 22-26, 2003, Nice, France.



215. the ACM International Conference on Aspect-Oriented Software Development, March 17 - 21, 2003, Boston, MA.
216. the SPIE/ACM Conference on Multimedia Computing and Networking, Santa Clara, California, January 29-31, 2003.
217. the International Workshop on Product Line Engineering The Early Steps: Planning, Modeling, and Managing (PLEES '02), Seattle, WA, November 5, 2002.
218. the 8th IEEE Real-Time and Embedded Technology and Application Symposium (RTAS), San Jose, CA, September 24-27, 2002.
219. the 9th Conference on Pattern Language of Programs, Allerton Park, IL, September 8-12, 2002.
220. the Workshop on Dependable Middleware-Based Systems, held as a part of DSN 2002, Washington, D.C., June 23-36, 2002.
221. the 2nd TAO Workshop, Arlington, VA, July 19, 2002.
222. the OMG Real-time/Embedded CORBA workshop, Crystal City, VA, July 15-18, 2002.
223. the 16th European Conference on Object-Oriented Programming, University of Malaga, Spain June 10-14, 2002.
224. the Tenth International Workshop on Quality of Service (IWQoS), May 15-17, 2002, Miami Beach, Florida.
225. the International Symposium on Object-Oriented Real-time Distributed Computing (ISORC), Washington DC, April 29 – May 1, 2002.
226. the Seventh IEEE International Workshop on Object-oriented Real-time Dependable Systems (WORDS 2002), January 7-9, 2002, San Diego, CA.
227. the International Workshop on Multimedia Middleware October 5th, 2001, Ottawa, Canada.
228. the OMG Workshop on Real-time and Embedded CORBA, in Reston, VA, June 4-6, 2001.
229. the USENIX 2001 conference, Boston, MA, June 25-30, 2001.
230. the International Symposium on Object-oriented Real-time Distributed Computing (ISORC), May 2-4, Magdenburg, Germany, 2001.
231. the 6th USENIX Conference on Object-Oriented Technologies and Systems, January 27 - February 3, 2001, San Antonio, TX.
232. External reviewer for OOPSLA 2000, Minneapolis, MN, October 2000.
233. the 3rd IFIP International Conference on Trends towards a Universal Service Market (USM'2000), September 12-14, 2000.
234. the International Symposium on Distributed Objects and Applications (DOA '00), OMG, Antwerp, Belgium, September 2000.
235. the ACM SIGCOMM 2000, Stockholm, Sweden, August 30 to September 1st, 2000.
236. the Pattern Languages of Programming (PLoP) conference, Monticello, Illinois, August, 2000.
237. the 9th IEEE International Conference on High-Performance Distributed Computing, August, 2000.
238. the "International Workshop on Software Engineering for Parallel and Distributed Systems" (PDSE 2000), at the 22nd International Conference on Software Engineering (ICSE-2000), in Limerick, Ireland in June, 2000.
239. the 6th IEEE Real-Time Technology and Application Symposium (RTAS), May 17-19, 2000, Washington DC, USA.
240. the 1999 ACM OOPSLA conference, Denver, Colorado, November 1-5, 1999.
241. the IFIP Sixth International Workshop on Protocols For High-Speed Networks (PfHSN '99), Wednesday August 25 – Friday August 27, 1999 Salem, MA.
242. the 1999 IEEE Real-Time Technology and Applications Symposium (RTAS99), Vancouver, British Columbia, Canada, June 2-4, 1999.
243. the 5th USENIX Conference on Object-Oriented Technologies and Systems, May 3-7, 1999, San Diego, CA.



244. Technical workshop committee for the International Software Architecture workshop, ACM SIG-SOFT's FSE9 conference in Orlando FL, November 1-5, 1998.
245. the workshop on Software and Performance (WOSP98), Santa Fe, New Mexico, Oct 12-16 1998.
246. the IFIP International Conference on Distributed Systems Platforms and Open Distributed Processing: Middleware '98. September 15-18 1998, The Lake District, England.
247. the TOOLS USA'98 conference. Santa Barbara, California, August 3 - 7, 1998.
248. the IEEE High Performance Distributed Computing conference, Chicago, IL, July 28-31, 1998.
249. 12<sup>th</sup> European Conference on Object-Oriented Programming, Brussels, Belgium, July 20 - 24, 1998.
250. the 3rd EuroPLoP conference, Kloster Irsee, Germany, July 9-11, 1998.
251. the IEEE International Conference on Configurable Distributed Systems (ICCDs '98), Annapolis, MD, May 4-6, 1998.
252. the IEEE IWQoS '98 in Napa Valley, CA, May 18-20, 1998.
253. the 4th USENIX Conference on Object-Oriented Technologies and Systems, April 26-29, 1998, Santa Fe, New Mexico.
254. the 3<sup>rd</sup> International Workshop on Software Engineering for Parallel and Distributed Systems, at the 20th International Conference on Software Engineering (ICSE-20), in April 20-21, Kyoto, Japan.
255. the IEEE Conference on Open Architectures and Network Programming, April 3-4, 1998, San Francisco, CA.
256. the Workshop on Middleware for Real-Time Systems and Services, held in conjunction with IEEE Real-time Systems Symposium, December 2nd, San Francisco, California.
257. the Open Signaling for ATM, Internet and Mobile Networks. October 6th and 7th, 1997, Columbia University, New York, NY.
258. the 24<sup>th</sup> International Conference on Technology of Object-Oriented Languages and Systems (TOOLS Asia '97). Beijing, China, September 22 - 25, 1997.
259. the 4<sup>th</sup> Pattern Languages of Programming conference, Allerton Park, Illinois, September 3-5, 1997.
260. the 3<sup>rd</sup> USENIX Conference on Object-Oriented Technologies and Systems, Portland, June 16-19th 1997.
261. Session chair of the Patterns technical paper session at ECOOP '97, June 13th, 1997.
262. the 1997 European Conference on Object-Oriented Programming (ECOOP), June 9-13, 1997, Jyvaskyl, Finland.
263. Chair of the technical session on "Distributed Object Computing" for the IFIP/IEEE Fifth International Workshop on Quality of Service (IWQoS '97).
264. the 2<sup>nd</sup> International Workshop on Software Engineering for Parallel and Distributed Systems, at the 19<sup>th</sup> International Conference on Software Engineering (ICSE-19) Sheraton Boston Hotel and Towers, Boston, Massachusetts, USA, May 19 and 20, 1997.
265. the 3<sup>rd</sup> USENIX Conference on Object-Oriented Technologies and Systems, Portland, 1997.
266. the 5<sup>th</sup> IEEE International Workshop on Object-Oriented Programming in Operating Systems, IEEE TCOS and USENIX, Seattle, Washington, October 27-28, 1996.
267. the 1997 ACM SIGCOMM conference, Cannes, French Riviera, France, September 1997.
268. the 1997 IEEE INFOCOM conference, Kobe, Japan, April 1997.
269. the 1996 IEEE INFOCOM conference, San Francisco, CA, USA, March 24-28, 1996.
270. the 1995 IEEE INFOCOM conference, Boston, Massachusetts, USA, April, 1995.
271. the 3<sup>rd</sup> IEEE workshop on Architecture and Implementation of High Speed Communication Subsystems (HPCS '95), held in Mystic, Connecticut, August 1995.
272. the 8<sup>th</sup> IFIP International Working Conference on Upper Layer Protocols, Architectures, and Applications, held in Barcelona, Spain, June 1 to 3, 1994.

#### **Workshops and Panels Organized**

1. Co-organized the 1st International Workshop on Data Dissemination for Large scale Complex Critical Infrastructures (DD4LCCI 2010), at the Eighth European Dependable Computing Conference, Valencia, Spain, April 28-30, 2010.
2. Co-organized the OOPSLA Jeopardy panel at OOPSLA 2009, Orlando Florida, October 25-29, 2009.
3. Co-organized a workshop entitled First International Workshop on Software Technologies for Ultra-Large-Scale (ULS) Systems at 29th Int. Conference on Software Engineering, May 20-29th, Minneapolis, MN, 2007.
4. Co-organized a session on architectures, platforms, and standards for QoS-enabled dissemination at the Systems and Information Interoperability Meeting, Oct 25-27, 2006 at the Minnowbrook Conference Center, Blue Mountain Lake, NY.
5. Co-organized a workshop entitled "Breathturn: Ultra Large Scale Systems" at OOPSLA 2006, October 26, 2006, Portland, OR.
6. Co-chair of the NSF workshop on open-source Middleware for Distributed Real-time and Embedded Systems, 7th OMG Real-time/Embedded CORBA workshop, Arlington, VA, July 10-13, 2006.
7. Organized and led a session on architectures, platforms, and standards for real-time tactical information management at the Systems and Information Interoperability Meeting, Oct 18-21, 2005 at the Minnowbrook Conference Center, Blue Mountain Lake, NY.
8. Co-organizer of the technical workshops program at OOPSLA 2005, San Diego, October 16th-20, 2005.
9. Co-organizer for the MODELS 2005 workshop on "MDD for Software Product-lines: Fact or Fiction?," October 2, 2005, Jamaica.
10. Co-organizer of the OOPSLA '02 workshop on "Patterns in Distributed Real-Time and Embedded Systems", Seattle, WA, November, 2002.
11. Co-organizer of the OOPSLA '01 workshop on "Towards Patterns and Pattern Languages for OO Distributed Real-time and Embedded Systems" Tampa Bay, FL, October 14, 2001.
12. Organizer and chair of a panel on real-time extensions to OO middleware, OPENSIG Fall '97 workshop on Open Signaling for ATM, Internet and Mobile Networks Columbia University, October 6-7 1997, New York, NY.
13. Co-organizer of a workshop for the 1997 European Conference on Object-Oriented Programming entitled CORBA: Implementation, Use, and Evaluation, Jyvaskyla, Finland, June 10th, 1997.
14. Organizer and chair of a panel on "QoS and Distributed Systems Platforms" for the IFIP Fifth International Workshop on Quality of Service (IWQoS '97), May 22-24th, 1997, Columbia University, New York.
15. Co-organizer of the OOPSLA '95 workshop on "Patterns for Concurrent, Parallel, and Distributed OO Systems."
16. Co-facilitator of the ECOOP '95 workshop workshop on Pattern Languages of Object-Oriented Programs, Aarhus, Denmark, August 1995.

#### Reviewer for Professional Submittals

Reviewed papers for the following journals, conferences, books, and grant review processes:

1. Reviewer for COVID-19 proposals to the C3.ai Digital Transformation Institute.
2. *The 21st IEEE International Symposium on Real-time Computing (ISORC)*, Nanyang Technological University, Singapore, 29th - 31st May 2018.
3. *Future Generation Computer Systems*, Elsevier, edited by Aniruddha Gokhale et al., 2016.
4. *IEEE Software*, Special Issue on Next Generation Mobile Computing, edited by James Edmondson et al., 2013.
5. *Software Testing in the Cloud*, edited by Scott Tilley, 2012.
6. Elsevier Information & Software Technology special issue on Software Reuse and Product Lines, 2012.
7. The 2010 Military Communications Conference, Cyber Security and Network Management, San Jose, CA, October 31-November 3, 2010.

8. *Model-Driven Domain Analysis and Software Development: Architectures and Functions*, edited by Janis Osis and Erika Asnina, 2010.
9. Reviewer for the book "Patterns for Parallel Software Design," by Jorge L. Ortega Arjona, Wiley, 2010.
10. Special Issue on Industrial Applications of Aspect Technology for the journal Transactions on Aspect-Oriented Software Development (TAOSD), 2009.
11. *Software Engineering for Self-Adaptive Systems*, edited by Betty H. C. Cheng, Rogerio de Lemos, Holger Giese, Paola Inverardi, and Jeff Magee, Springer, 2009.
12. Special issue on Service Oriented Computing for the ACM Transactions on the Web journal, 2008.
13. Special Issue in Software Reuse: Methods, Processes, Tools and Experiences for the Journal of the Brazilian Computer Society (JBSC), 2007
14. Designing Software-Intensive Systems: Methods and Principles book, 2008
15. Special issue on Patterns for the IEEE Software, 2007
16. IEEE Internet Computing Magazine, 2006.
17. IEEE Transactions on Parallel and Distributed Systems, 2004
18. International Journal of Software Process: Improvement and Practice Special issue - Software Variability: Process and Management
19. IEEE Internet Computing Magazine
20. 2004 NSF NSG panel
21. IEEE Transactions on Parallel and Distributed Computing special issue on Middleware, 2003
22. 2003 NSF ITR panel
23. 2002 NSF CAREER panel
24. IEEE Internet Computing Magazine, 2002
25. NIST Competence Proposals, May 2002
26. DARPA MoBIES program, May 2002
27. DARPA NEST program, May 2002
28. DARPA DASADA program, April 2002
29. Elsevier Journal of Systems and Software Special Issue on Software Architecture: Engineering Quality Attributes, 2002
30. IEEE Communications Magazine, Evolving Communications Software: Techniques and Technologies, 2001
31. DARPA Network Embedded Software Technology (NEST) program, 2001
32. DARPA Software Enabled Control (SEC) program, 2000
33. IEEE Concurrency magazine, Object-Oriented Systems Track, 1999
34. IEEE Journal on Selected Areas in Communications special issue on "Service Enabling Platforms for Networked Multimedia Systems," 1999
35. IEEE Journal of Communications and Networks, 1999
36. Reviewer for the 4<sup>th</sup> Pattern Languages of Programming Design book published by Addison Wesley
37. The International Journal of Time-Critical Computing Systems, special issue on Real-time Middleware, edited by Wei Zhao
38. Next Generation Internet (NGI) networking research review panel, October 1998
39. IEE Transactions on Software Engineering, special issue on Configurable Distributed Systems
40. Theme issue on Symbolic Modeling in Practice for the Communications of the ACM
41. "Multimedia DBMS and the WWW" Minitrack at the 32nd Hawaii International Conference on System Sciences, 1999
42. "Dependable Distributed Systems" Minitrack at the 32nd Hawaii International Conference on System Sciences, 1999

43. IEEE Computer special issue on "Design Challenges for High-Performance Network Interfaces," 1998
44. 1998 NSF Experimental Software Systems review panel.
45. ACM SIGMetrics Conference, 1998
46. ACM Transactions on Software Engineering Methods
47. Special Issue on Patterns and Pattern Languages for the journal of Theory and Practice of Object Systems, (Stephen P. Berczuk, Editor), John Wiley and Sons, 1995
48. Special Issue of Computer Communications on Building Quality of Service into Distributed Systems
49. IEEE Communications Magazine
50. IEEE/ACM Journal of Transactions on Networking
51. Communications of the ACM
52. IEE/BCS Distributed Systems Engineering Journal
53. Software Practice and Experience, John Wiley and Sons
54. 1998, 1997, and 1996 NSF networking program
55. 1996 NSF software engineering and programming languages CAREER panel
56. 1994 California MICRO (Microelectronics Innovation Computer Research Opportunity) engineering computer network grant review process
57. IEEE Conference on Parallel and Distributed Computing Systems, 1994
58. IEEE International Conference on Computer Communications and Networks, 1994
59. IEEE INFOCOM conference, 1994
60. 1993 NASA Applied Information Systems Research grant review process
61. 1992 California MICRO (Microelectronics Innovation Computer Research Opportunity) engineering computer network grant review process
62. 7<sup>th</sup> IFIP International Conference on Upper Layer Protocols, Architectures, and Applications, 1992
63. The 1992 Special Issue on Measurement for IEEE Journal Transactions on Software Engineering

**Memberships:** IEEE, ACM, and USENIX

## Patents

1. US patent 7,523,471 – "Interpretive network daemon implemented by generic main object," in conjunction with Karlheinz Dorn, Dieter Quehl, Detlef Becker, and Christian Scharf of SIEMENS Medical Engineering, Erlangen, Germany, 2009.

## Theses Supervised

- *Doctoral and Masters Committees Chaired*

1. Chaired the masters thesis committee for Cici Wang, November 2021.
2. Chaired the masters thesis committee for Evan Segaul, March 2021.
3. Co-chair of the doctoral dissertation defense for Peng Zhang, August 2018.
4. Co-chair of the doctoral dissertation defense for James Edmondson, March 2012.
5. Co-chair of the doctoral topic defense for James Edmondson, December 2011.
6. Co-chair of the doctoral dissertation defense for Will Otte, November 2011.
7. Chair of the doctoral dissertation defense for Brian Dougherty, March 2011.
8. Chair of the doctoral topic defense for Brian Dougherty, June 2010.
9. Chair of the masters defense for Pooja Varshneya, May 2010.
10. Chair of the doctoral topic defense for Nilabja Roy, March 2010.
11. Chair of doctoral topic defense for Joe Hoffert, November 2009.

12. Chair of the doctoral dissertation defense for Jai Balasubramanian, September 2009.
13. Chair of masters defense for Friedhelm Wolf, March 2009.
14. Chair of the doctoral dissertation defense for Nishanth Shankaran, October 2008.
15. Chair of the doctoral dissertation defense for Jules White, October 2008.
16. Chair of doctoral dissertation defense for Gan Deng, December 2007.
17. Chair of doctoral dissertation defense for Krishnakumar Balasubramanian, September 2007.
18. Chair of the doctoral topic defense for Nishanth Shankaran, April 2007.
19. Chair of doctoral topic defense for Krishnakumar Balasubramanian, March 2006.
20. Chair of doctoral topic defense for Gan Deng, March 2006.
21. Chair of final doctoral dissertation defense for Arvind Krishna, December 2005.
22. Chair of masters thesis committee for Emre Turkay, summer 2005.
23. Chair of doctoral topic defense for Arvind Krishna, summer 2005.
24. Chair of masters thesis committee for Ossama Othman, December, 2002.
25. Chair of doctoral dissertation committee for Carlos O’Ryan, May, 2002.
26. Chair of dissertation topic defense committee for Carlos O’Ryan, September, 2001.
27. Chair of masters committee for Nagarajan Surendran, August, 1999.
28. Chair of masters committee for Alexander Babu Arulanthu, July, 1999.
29. Chair of oral exam committee for Chris Gill, June, 1999.
30. Chair of doctoral exam committee for Andy Gokhale, May, 1998.
31. Chair of masters exam committee for Sumedh Mungee, May, 1998.
32. Chair of masters exam committee for Sergio Flores, May, 1998.
33. Chair of masters committee for Prashant Jain, June 1997.
34. Chair of doctoral topic defense for James Hu, February 1997.
35. Chair of masters committee for Tim Harrison, February 1997.
36. Chair of doctoral topic defense committee for Andy Gokhale, October, 1996.

- *Doctoral and Masters Committees Member*

1. Served on the doctoral topic defense for Zhongwei Teng, April 2021.
2. Served on the masters thesis committee for Gabriela Gresenz, March 2021.
3. Served on the masters thesis committee for Xiaoxing Qiu, March 2021.
4. Served on the doctoral dissertation defense for Anirban Bhattacharjee, January 2020.
5. Served on the doctoral topic defense for Anirban Bhattacharjee, April 2019.
6. Served on the doctoral dissertation defense for Shunxing Bao, September 2018.
7. Served on the doctoral dissertation defense for Shashank Shekhar, May 2018.
8. Served on the doctoral dissertation defense for Fangzhou Sun, March 2018.
9. Served on the doctoral topic defense for Shunxing Bao, March 2018.
10. Served on the doctoral topic defense for Peng Zhang, January 2018.
11. Served on the doctoral dissertation defense for Marcelino Rodriguez-Cancio, December 2017.
12. Served on the doctoral dissertation defense for Yao Pan, November 2017.
13. Served on the doctoral topic defense for Fangzhou Sun, September 2017.
14. Served on the doctoral topic defense for Shashank Shekhar, May 2017.
15. Served on the doctoral topic defense for Yao Pan, February 2017.
16. Served on the doctoral dissertation defense for Faruk Caglar, July 2015
17. Served on the doctoral dissertation defense for Wei Yan, May 2015.
18. Served on the doctoral dissertation defense for Kyoungcho An, March 2015.
19. Served on the masters thesis committee for Songtao Hei, March 2015.
20. Served on the masters thesis committee for Meng Wang, March 2015.
21. Served on the doctoral dissertation defense for Sean Hayes, January 2015.
22. Served on the doctoral dissertation defense for Hamilton Turner, November 2014.
23. Served on the doctoral topic defense for Faruk Caglar, November 2014.

24. Served on the doctoral topic defense for Hamilton Turner, February 2014.
25. Served on the doctoral dissertation defense for Fan Qui, February 2014.
26. Served on the doctoral dissertation defense for Xiaowei Li, May 2013.
27. Served on the doctoral topic defense for Fan Qiu, April 2013.
28. Served on the doctoral dissertation defense for Janos Mathe, August 2012.
29. Served on the doctoral dissertation defense for Tripti Saxena, July 2012.
30. Served on the doctoral dissertation defense for Akshay Dabholkar, April 2012.
31. Served on the doctoral topic defense for Xiawei Li, March 2012.
32. Served on the doctoral topic defense for Janos Mathe, August 2011.
33. Served on the doctoral dissertation defense for Liang Dai, April 2011.
34. Served on the doctoral dissertation defense for Daniel Balasubramanian, March 2011.
35. Served on the doctoral topic defense for Will Otte, February 2011.
36. Served on the doctoral topic defense for Akshay Dabholkar, February 2011.
37. Served on the doctoral dissertation defense for Joe Hoffert, February 2011.
38. Served on the doctoral topic defense for Tripti Saxena, January 2011.
39. Served on the doctoral dissertatin defense for Nilabja Roy, November 2010.
40. Served on the doctoral topic defense for Daniel Balasubramanian, October 2010.
41. Served on the doctoral dissertation defense for Sumant Tambe, September 2010.
42. Served on the doctoral topic defense for Sumant Tambe, April 2010.
43. Served on the doctoral dissertation defense for John Kinnebrew, March 2010.
44. Served on the doctoral dissertation defense for Shanshan Jiang, November 2009.
45. Served on the doctoral dissertation defense for James Hill, March 2009.
46. Served on the doctoral topic defense for James Hill, October 2008.
47. Served on the doctoral topic defense for Jai Balasubramanian, August 2008.
48. Served on the doctoral topic defense for Liang Dai, December 2008.
49. Served on the doctoral topic defense for Shanshan Jiang, November 2008.
50. Served on the doctoral topic defense for Jules White, April 2008.
51. Served on the doctoral topic defense for Amogh Kavimandan, February 2008.
52. Served on the doctoral dissertation defense for Amogh Kavimandan, November 2008.
53. Served on the doctoral topic defense for Amogh Kavimandan, February 2008.
54. Served on the doctoral dissertation defense for Michael Stal, University of Groningen, March 2007.
55. Served on the doctoral topic defense for Karlkim Suwanmongkol, fall 2004.
56. Served on the doctoral dissertation topic defense committee for Aditya Agrawal, July, 2004.
57. Served on the doctoral dissertation defense for Angelo Corsaro, July 2004.
58. Served on the doctoral dissertation defense for Nanbor Wang, April 2004.
59. Served on the doctoral topic defense for Angelo Corsaro, October 2003.
60. Served on the doctoral dissertation defense committee for Jonathan Sprinkle, July, 2003.
61. Served on the doctoral dissertation topic defense committee for Aditya Agrawal, June, 2003.
62. Served on masters committee for Kirk Kelsey, March 2003.
63. Served on the dissertation topic defense committee for Jonathan Sprinkle, February, 2003.
64. Served as external examiner for Bob Jolliffe's masters thesis Department of Computer Science, University of South Africa, March, 2003.
65. Served on the doctoral dissertation committee for Irfan Pyarali, December, 2001.
66. Served on the doctoral dissertation committee for Chris Gill, December, 2001.
67. Served as external examiner for Daniel Heggander's Ph.D. dissertation in the Department of Software Engineering and Computer Science at Blekinge Institute of Technology, Sweden, September, 2001.
68. Served as external examiner for Mohammad Radaideh's masters thesis in the Electrical Engineering department at McMaster's University, Canada, Winter 2000.



69. Served as external examiner for David Holmes' Ph.D. dissertation in the information and computer sciences department at Macquarie University, Sydney, Fall 1999.
70. Served on final doctoral dissertation committee for Priya Narasimhan, August, 1999.
71. Served on the doctoral final dissertation defense for Christo Papadopoulos, August, 1999.
72. Served on dissertation topic defense for Michael Plezbert, February, 1999.
73. Served on masters committee for Craig Nauman, February, 1999.
74. Served on the doctoral exam committee for Chuck Cranor, July, 1998.
75. Served on masters exam committee for Mihai Tutunaru, April, 1998.
76. Served on the doctoral exam committee for Michael Plezbert, June, 1997.
77. Served on masters committee for Todd Rogers, June 1997.
78. Served on masters committee for Robert Engel, January 1997.
79. Served on committee for final doctoral dissertation defense of R. Gopalakrishnan, November, 1996.
80. Served on committee for final doctoral dissertation defense of Lorrie Cranor, September, 1996.
81. Served on the doctoral dissertation topic proposal committee for Christos Papadopoulos July, 1995.
82. Served on the doctoral dissertation topic proposal committee for Charles Cranor December, 1994.
83. Served on oral exam committee for Andy Gokhale December, 1994.
84. Served on the doctoral dissertation proposal committee for Lorrie Cranor, December, 1994.
85. Served on the doctoral final dissertation defense committee for Donald Wilcox, November, 1994.
86. Served on masters committee for Madhavapeddi Shreedhar, September, 1994
87. Served on the doctoral dissertation topic proposal committee for R. Gopalakrishnan, September, 1994.

- *Doctoral Student Advisees and Co-Advisees*

1. Mike Walker (USA)

- *Graduated PhD Students*

1. Jaiganesh Balasubramanian, Ph.D., 2009, currently works for Citigroup, New York, NY.
2. Krishnakumar Balasubramanian, Ph.D., 2007, Mathworks, Boston, MA.
3. Angelo Corsaro, Ph.D. 2004, PrismTechnologies, Parise France.
4. Gan Deng, Ph.D., 2007, Citigroup, Charleston, SC.
5. Brian Dougherty, Ph.D. 2011, Optio Labs, Nashville, TN.
6. James Edmondson, Ph.D., 2012, Member of the Technical Staff, Software Engineering Institute, Pittsburgh, PA.
7. Chris Gill, Ph.D. 2001, Professor, Washington University, St. Louis, MO.
8. Andy Gokhale, Ph.D. 1998, Associate Professor, Vanderbilt University, Nashville, TN.
9. James Hill, Ph.D., 2009, Assistant Professor, Indiana University, Purdue University, Indianapolis.
10. Joe Hoffert, Ph.D. 2011, Assistant Professor, University of Edmonton, Canada.
11. John Kinnebrew, Ph.D., 2010, ISIS, Nashville, TN.
12. Arvind Krishna, Ph.D. 2005, Qualcomm, San Diego, CA.
13. Irfan Pyarali, Ph.D. 2001, CitiGroup, New Jersey.
14. Nilabja Roy, Ph.D. 2011, Research Scientist, Institute for Software Integrated Systems, Nashville, TN.
15. Carlos O'Ryan, Ph.D., 2002, CitiGroup, Charleston, SC.
16. Nishanth Shankaran, Ph.D., 2008, Amazon, Seattle, WA.
17. Nanbor Wang, Ph.D. 2004, Research Scientist, Tech-X, Boulder, Colorado.
18. Jules White, Ph.D. 2008, Assistant Professor, Virginia Tech, Blackburg, VA.

- *Graduated Masters and Ugrad Students*

1. Alexander Babu Arulanthu, MS 1999, Sylantro, Campbell, CA.
2. Everett Anderson, BS 1998, Sun, Mountain View, CA.
3. Shawn Atkins, BS 1998, Lucent, Columbus, OH.
4. Matt Braun, BS 1998.
5. Darrell Brunsch, BS 1999, Microsoft, Redmond, WA.
6. George Edwards, BS 2004, Ph.D. student at University of Southern California.
7. Sergio Flores-Gaitan, MS 1998, Microsoft, Redmond, WA.
8. Priyanka Gontla, MS 2000, UBS, Irvine, CA.
9. Pradeep Gore, MS 2000, OOMWorks, New Jersey.
10. Tim Harrison, MS 1997, Mayasoft, Palo Alto, CA.
11. Prashant Jain, MS 1997, IBM Research, India.
12. Vishal Kachroo, MS 1999, Stentorsoft, CA.
13. Michael Kircher, BS 1998, Siemens CT, Munich, Germany.
14. Yamuna Krishnamurthy, MS 2000, OOMWorks, New Jersey.
15. Tao Lu, MS 2003, Trading Technologies, Chicago, IL.
16. Sumedh Mungee, MS 1998, Fujitsu, Santa Clara, CA.
17. Bala Natarajan, MS 2000, Veritas, India.
18. Kirthika Parameswaran, MS 2000, Telcordia, Piscataway, NJ.
19. Stoyan Paunov, MS 2006, working at Bloomberg, NYC.
20. Ossama Othman, MS 2002, independent consultant, Portland, OR.
21. Marina Spivak, MS 2000, AT Desk, Charleston, SC.
22. Nagarajan Surendran, MS 1999, Sylantro, Campbell, CA.
23. Emre Turkay, MS 2005, Turkey.
24. Pooja Varshneya, May 2010, Zircon Computing, Wayne, NJ.
25. Seth Widoff, BS 1998, independent consultant, San Francisco, CA.
26. Ming Xiong, MS 2007, currently working at AT Desk, Charleston, SC.

- *Former Staff*

1. Chris Cleeland, OCI, St. Louis, MO.
2. Ray Klefstad, Research Assistant Professor, University of California, Irvine.
3. Boris Kolpackov, Independent Consultant, South Africa.
4. Fred Kuhns, Research Associate, Washington University, St. Louis, MO.
5. David Levine, Director of Engineering, CombineNet, Inc, Pittsburgh, PA.
6. Will Otte, Institute for Software Integrated Systems, Nashville, TN
7. Jeff Parsons, Optio Labs, Nashville, TN
8. Jules White, Ph.D. 2008, Vanderbilt University, Nashville, TN

## Research Support

Total research funding since June 1995: \$41,899,342

- Sole PI: \$12,030,403
- Co-PI: \$29,868,939

## Grants and Contracts Received

1. "Automated Clothing Simulation and Human Avatar Generation Engine" NSF, 9/15/2019 to 2/29/2020, \$50,000.

2. "Digital Thread Modelling Environment (DTME)," AFRL (subcontract through Securborator), 8/20/2019 to 8/20/2021, \$250,000, with Jules White.
3. "Creating an Evidence-based Professional Development Support Tool for Pre-K Coaches and Teachers," Department of Education (IES), \$1,399,992, 7/1/18 to 6/30/22, Co-PI with Caroline Christopher.
4. "Blockchain as Middleware Services for Transactive Energy Applications," Siemens, 4/1/2017 to 9/30/2018, \$274,397, co-PI Abhishek Dubey.
5. "Children Eating Well (CHEW) Smartphone Application for WIC Families," USDA 4/15/2017 to 4/14/2022, , co-PI with Pam Hull.
6. "Industrial Internet Architecture," Varian Medical Systems, Inc., 10/1/14 to 12/31/18, \$288,808, co-PI Jules White.
7. Securborator, "Virtualize Combat System Environment (ViCE)," \$15,000, 1/1/18-3/26/18, Co-PI with Jules White.
8. "Container Hopping at Random Intervals or Targeted-Attacked (CHARIOT)," OSD SBIR with Securborator, 1/19/17 to 1/19/18, \$35,000.
9. "A Digital Platform for Social and Emotional Learning," NSF, 7/1/2018 to 12/31/2018, \$50,000.
10. "Blockchains Data Exchange via FHIR," Solaster, 9/1/18 to 8/31/19, \$30,000, co-PI with Jules White.
11. "Advancing Data-Driven mHealth Technologies for Long-term Health and Health Behavior Change," Trans-Institutional Program (TIPs), Vanderbilt University, 9/1/2016 to 8/31/2018, \$100,000, Co-PIs Jules White, Trent Rosenbloom, and Heidi Silver.
12. "IMMoRTALS," DARPA (through subcontract with Raytheon), 12/1/15 to 12/1/19, \$1,235,567, Co-PI Jules White.
13. "The Robust Software Modeling Tool (RSMT)," ONR, 7/1/14 to 6/30/17, \$749,904, Co-PI Jules White.
14. "Building Resilient Distributed Systems for Next Generation Mobile Adhoc Cyber Physical Systems," Siemens 9/1/14 to 8/31/17, \$438,188, co-PI Abhishek Dubey.
15. "Capability-Based Technical Reference Frameworks for Open System Architecture Implementations," OSD ASDR&E, 7/3/14 to 9/11/14, \$29,690.
16. "Progressive Model Generation for Adaptive Resilient System Software," ONR STTR, 8/6/13 to 1/31/14, \$49,406, co-PI Jules White.
17. "Systems and Software P RodUcibility Collaboration and Experimentation Environment (S2PRUCE2)," AFRL (subcontract through Lockheed Martin Advanced Technology Lab), 1/4/13 to 9/30/13, \$108,645, with A. Gokhale.
18. "Stochastic Hybrid Systems Modeling and Middleware-enabled DDDAS for Next-generation US Air Force Systems," AFOSR, 10/1/13 to 9/30/16, \$935,402, Co-PI(s) Aniruddha Gokhale and Xenofon Koutsoukous.
19. "Workshop on Computing Clouds for Cyber Physical Systems," NSF, 9/15/12 to 12/31/2013, \$73,738.
20. "Using Social Learning to Improve Adolescent Diabetes Protocol Adherence," NIH, \$1,798,029, 9/1/12-8/31/16, PI Shelagh Mulvaney.
21. "Systems and Software P RodUcibility Collaboration and Experimentation Environment (S2PRUCE2)," AFRL (subcontract through Lockheed Martin Advanced Technology Lab), 4/3/08 to 9/30/12, \$381,708, with A. Gokhale.
22. "Team for Research in Ubiquitous Secure Technology (TRUST)," NSF (subcontract through UC Berkeley), 6/1/05 to 10/31/15, \$5,970,900, co-PI(s) J. Sztipanovits and G. Karsai.
23. "Android Mobile Military Middleware Objects (AMMO)," DARPA, 9/30/10 to 5/02/12, \$1,074,093, with S. Neema.
24. "Cyber-physical multi-Core Optimization for Resource and cachE effectS (C2ORES)", AFRL, 8/1/12 to 7/31/13, \$300,000, with A. Gokhale.

25. "Model-Driven Tools for Distributed- and Multi-Core Middleware," AFRL, 4/10/12 to 10/2/12, \$30,000, with A. Gokhale.
26. "Cloud Environmental Analysis and Relief," NSF, 8/1/10 to 7/31/12, \$66,000, with A. Gokhale.
27. "Environment-Specific Inter-ORB Protocols," SAIC, 8/1/09 to 5/23/12, \$348,350, with A. Gokhale.
28. "CoSMIC and CIAO Enhancements," Northrop Grumman, 7/1/09 to 9/30/10, \$878,661
29. "Integrating DDS and CCM," Northrop Grumman, 7/1/09 to 2/15/10, \$85,000
30. "Early Integration and Performance Testing of Heterogeneous Computing Environments," Australian Defence Science and Technology Organization (DSTO), 1/9/09 to 7/30/09, \$180,000.
31. "Predictive Cache Modeling and Analysis," AFRL (subcontract through Lockheed Martin Aeronautics), 3/1/10 to 9/30/11, \$100,000.
32. "Applications of Reliable, Fast Event Notification," Raytheon, 6/1/2008 to 5/30/2009, \$60,000.
33. "Open Modular Embedded Architectures," General Electric Global Research, 8/1/2008 to 1/31/2009, \$35,000.
34. "Analysis and Simulation Techniques for Next-generation Motion Control Systems," Aagard, 8/1/2008 to 1/31/2009, \$13,850 with Akos Ledecz.
35. "Open Modular Embedded Architectures," Raytheon, 8/1/2008 to 3/31/2009, \$74,276.
36. "NAOMI," LMCO Advanced Technology Lab, 9/1/2007 to 11/30/2009, \$290,000.
37. "IU/CRC Membership," Siemens, 1/1/2009 to 12/31/2009, \$40,000.
38. "Enterprise Application Configuration in the Context of Model Driven Software Development and Software Factories," Siemens Corporate Research, 10/1/07 to 9/31/08 \$91,798.
39. "Modular Extendable Demonstration of an Upgradeable Space Architecture (MEDUSA)," DARPA (subcontract through Lockheed Martin Advanced Technology Center), 2/1/2008 to 1/31/2011, \$600,000.
40. "CCM Middleware Implementation and Integration," PrismTech, 6/8/2007 to 3/31/2007, \$33,778.
41. "The Smart Sensor Web Architecture," NASA (subcontract through Lockheed Martin Advanced Technology Center), 12/15/06 to 11/14/09, \$467,728, co-PI G. Biswas.
42. "I/UCRC Membership," General motors, 1/1/2008 to 12/31/2008, \$100,000, co-PI G. Karsai.
43. "Pollux: Enhancing the Real-time QoS of the Global Information Grid," AFRL, 2/24/06 to 7/24/08, \$1,242,718, co-PI M. Reiter.
44. "Intelligent Middleware for Next Generation Petascale Scientific Computing," Vanderbilt Discover Grant, 5/1/05 to 6/30/07, \$100,000, co-PI(s) A. Gokhale and P. Sheldon.
45. "Air Force Center for Research on GIG/NCES Challenges," AFOSR (subcontract through UC Berkeley), 3/1/06 to 2/28/08, \$600,000, co-PI J. Sztipanovits.
46. "Quality of Service Enabled Dissemination," AFRL (subcontract through BBN Technologies), 12/31/2007 to 9/30/2009, \$320,000.
47. "A Fault-Tolerant Real-Time CORBA Naming Service," US Navy (subcontract through Tech-X Corp), 11/1/2007 to 4/30/2010, \$175,000, co-PI A. Gokhale.
48. "System Execution Modeling Technologies for Large-scale Net-centric Systems," AFRL, 1/1/2008 to 12/31/2010, \$244,000.
49. "Model-Driven Computing for Distributed Real-time Embedded Systems," Raytheon, 8/31/04 to 8/31/08, \$500,000.
50. "NAOMI," LMCO Advanced Technology Lab, 9/1/2007 to 11/30/2007, \$50,000.
51. "ACE/TAO Improvement Techniques and Solutions, Veritas/Symantec, 3/31/05 to 4/31/08, \$198,500.
52. "Adaptive Resource Control for Certificable Systems," DARPA (subcontract through LMCO Advanced Technology Lab), 3/30/2007 to 12/31/2007, \$50,000.
53. "Survivable Internet-scale Distributed Systems," IDA, 3/30/2007 to 12/31/2007, \$60,000.
54. "QQuality of service pICKER (QUICKER)," LMCO Advanced Technology Lab, 3/30/2007 to 12/31/2007, \$60,000.

55. "Thimble," LMCO Advanced Technology Lab, 3/30/2007 to 12/31/2007, \$60,000.
56. "CADynCE Experimentation Operations (CEO)," DARPA (subcontract through LMCO Advanced Technology Lab), 8/31/2007 to 12/31/2007, \$25,000.
57. "Real-time Discovery for Pub/Sub Middleware in WANs," US Navy (subcontract through Tech-X Corp), 6/16/2007 to 9/31/2007, \$15,000.
58. "GEMS Utilization Test Suite," LMCO Advanced Technology Lab, 9/1/07 to 11/30/07, \$50,000.
59. "Advanced Information Systems and Technology Program," NASA (subcontract through LMCO Advanced Technology Center), 11/13/2007 to 12/1/2007, \$22,000, co-PI G. Biswas.
60. "Design for Adaptivity and Reliable Operation of Software Intensive Systems," NSF CNS-0613971, 9/1/06 to 8/31/08, \$199,867, co-PI(s) S. Abdelwahed and G. Karsai.
61. "Software Technologies Targeting Interoperability for Systems of Systems," Army Research Lab, 1/15/07 1/14/10, \$851,567, co-PI(s) G. Karsai and J. Sztpanovits.
62. "Software Wind Tunnel (SWiT) Capabilities," Lockheed Martin Advanced Technology Lab, 8/1/06 to 12/31/06, \$60,000.
63. "High-Confidence Software Platforms for Cyber-Physical Systems," NSF, 5/1/06 to 7/30/08, \$129,179.
64. "Applying AOP to Develop of Component Synthesis with MDD," Siemens, 3/1/03 to 2/28/07, \$400,005.
65. "Addressing Domain Evolution Challenges in Model-Driven Software Product-lines," Siemens Corporate Research, 10/1/05 9/31/07, \$100,000.
66. "A Fault Tolerant Real-time CORBA Naming Service," US Navy (subcontract through Tech-X Corp), 11/1/05 to 8/31/06, \$15,000.
67. "The SYstem DEployment and Configuration AssisteR (SYDECAR)," Lockheed Martin Advanced Technology Lab, 8/1/05 to 8/1/08, \$500,000.
68. "Future Combat Systems: Software Architecture Engineering," DARPA (subcontract through Boeing), 1/28/05 to 12/31/07, \$2,764,226, co-PI(s) J. Sztpanovits and G. Karsai.
69. "Development of an Eclipse Plug-in," PrismTech, 4/28/05 to 9/30/05, \$25,000.
70. "Prometheus: Enhancing the QoS of the JBI," AFRL, 3/25/05 to 12/31/05, \$500,000, co-PI(s) K. Birman and Mike Reiter.
71. "A Testbed for Assuring Quality of Software for DRE Systems," ONR, 2/15/05 to 1/31/06, \$200,000, co-PI(s) A. Gokhale and A. Porter.
72. "Enhancing the QoS of SOAs Using Eclipse-based MDD," IBM, 2/15/05 to 1/31/06, \$29,515, co-PI A. Gokhale.
73. "Model-Driven Development of BEEP Application Protocols," Cisco, 12/15/04 to 12/14/05, \$57,976, co-PI A. Gokhale.
74. "Evaluating CORBA Middleware for Space Systems," NASA (subcontract through Lockheed Martin Advanced Technology Center), 9/23/04 to 11/30/06, \$186,180, co-PI G. Biswas.
75. "Refactoring Techniques to Reduce Middleware Resource Utilization," Qualcomm, 10/31/04 to 10/31/05, \$104,000, co-P B. Natarajan.
76. "Model-Driven Development for Software Defined Radios," BAE Systems, 12/1/04 to 3/31/05, \$32,000.
77. "Enhancing the Robustness and Performance of TENA," DISA (subcontract through SAIC and OSC), 7/1/04 to 12/31/04, \$75,000.
78. "QoS-enabled Fault Tolerant Middleware and MDA Tools," Lockheed Martin MSS, 4/1/03 to 12/31/04, \$516,434.
79. "Trustworthiness in Embedded Systems," NSF ITR CCR-032574, 9/31/03 to 8/31/06, \$210,454.
80. "ACE+TAO Enhancements," OCI, gift \$20,000.
81. "Acquiring Accurate Dynamic Field Data Using Lightweight Instrumentation," NSF ITR CCR-0312859, 10/1/02 to 9/31/07, \$1,850,000, co-PI(s) A. Porter, D. Notkin, and A. Karr.
82. "Intergovernmental Personnel Act," DARPA, 6/1/00 to 5/31/02, \$198,934.



83. "Optimizing Component Models," DARPA, 4/1/01 to 6/31/02, \$210,000.
84. "HLA RTI Next-generation," DMSO (subcontract through SAIC), 6/1/01 to 12/31/01, \$70,895.
85. "ACE Enhancements for Windows NT and Windows CE," Siemens Medical Engineering, 2/1/00 9/19/01, \$112,000.
86. "Scalable and Fault Tolerant Middleware," AFRL MURI, 12/1/99 to 3/31/02, \$253,701.
87. "Protocol Engineering Research Center," AFOSR MURI, 6/15/00 to 6/14/03, \$264,720, co-PI Tatsuya Suda.
88. "Optimizing ORBs for Network Management," Cisco Systems, 1/1/00 to 12/31/00, \$100,000.
89. "TAO Optimizations," Raytheon, 10/1/99 to 6/01/01, \$50,000.
90. "ACE+TAO on pSoS," Motorola, 8/15/99 to 12/31/99, \$30,000.
91. "Real-time Distributed Object Computing," Sprint, 8/15/99 8/14/00, \$133,068.
92. "TAO Enhancements," Kronos, 8/1/99 to 9/1/99, \$5,000.
93. "ACE Enhancements," ICOMVERSE, gift, \$20,000.
94. "Weapon Systems Open Architecture," Boeing, 7/15/99 to 1/31/00, \$51,491.
95. "Fault Tolerant CORBA," Motorola Labs, 7/15/99 to 7/14/00, \$139,000.
96. "TAO Enhancements," Global MAINTeCH, 7/1/99 to 8/1/99, \$5,000.
97. "ACE QoS Extensions," Motorola Trunking, 6/1/99 to 8/1/99, \$5,000.
98. "CORBA Interceptors," Experian, 5/15/99 7/14/99, \$10,000.
99. "DCOM performance evaluation," Microsoft, gift, \$30,000.
100. "TAO Improvements," OCI, 4/1/99 to 9/31/00, \$27,000.
101. "Middleware Optimizations," Telcordia, 2/1/99 to 1/31/00, \$52,700.
102. "Minimum CORBA," Hughes Data Networking, 4/1/99 to 3/31/00, \$50,000, co-PI David Levine.
103. "Framework Usage Patterns," Siemens Corporate Research, 4/1/99 to 3/31/00, \$35,000.
104. "Dynamic Scheduling and Real-time ORB Optimizations," Boeing, 10/1/98 9/30/99, \$184,860.
105. "Distributed Object Computing Middleware," Nortel, 11/1/98 10/31/99, \$75,000.
106. "ACE subsetting," "ACE subsetting,," Nokia, 10/8/98 4/8/99, \$30,000.
107. "Boeing Research Fellowship," Boeing, 9/1/98 8/31/00, \$81,486.
108. "Patterns and Frameworks Reuse Curriculum," Lucent Bell Labs, 9/1/98 12/31/98, \$31,200.
109. "Patterns, Frameworks, and Components," Siemens ZT, 12/1/98 5/31/00, \$175,000.
110. "High availability frameworks," Lucent, 9/1/98 8/31/99, \$39,400.
111. "Real-time Distributed Object Computing," Sprint, 8/1/98 7/31/99, \$288,194.
112. "Distributed Object Integration for the Quorum Project," DARPA S30602-98-C-0187 (subcontract through BBN), 9/1/98 8/31/01, \$448,643, co-PI(s) R. Schantz and J. Loyall.
113. "Evaluating a Framework for Dynamic Distributed Real-Time Scheduling,," USENIX, gift, \$18,000.
114. "Distributed Object Computing," Microsoft, gift, \$20,000.
115. "Distributed Object Visualization Environment," Lockheed Martin, 5/1/98 to 11/31/99, \$54,000.
116. "Distributed Object Computing with Adaptive End-to-end QoS Guarantees," DARPA 9701561, 8/1/97 to 7/31/00, \$873,625.
117. "Real-time CORBA for Telecommunications," Lucent, 12/1/97 to 11/31/98, \$100,000.
118. "Developing an HLA-compliant RTI with ACE," SAIC, 12/15/97 to 1/31/00, \$228,075.
119. "Real-time CORBA for Wireless," Motorola LMPS, 10/15/97 to 10/14/98, \$200,000.
120. "Real-time CORBA for Avionics," Computing Devices International, 10/15/97 to 10/14/98, \$39,050.
121. "Dynamic Scheduling of Real-time OFPs," Boeing, 9/1/97 to 8/31/98, \$224,604.
122. "Distributed Object Visualization," Siemens MED, 10/1/97 to 9/1/98, \$40,000.
123. "The ADAPTIVE Communication Environment," Siemens MED, 10/1/97 to 9/1/98, \$70,000.



124. "The Architect's Assistant," Siemens Corporate Research, 9/1/97 to 8/1/98, \$35,000.
125. "Monitoring, Visualization, and Control of High Speed Networks," NSF NCR-97-14698, 9/1/97 to 8/31/01, \$1,200,000, co-PI(s) G. Parulkar, E. Kraemer, J. Turner, and R. Cytron .
126. "Adaptive Software Technology Demonstration (ASTD)," AFRL (subcontract through Boeing), 9/1/98 to 8/31/02, \$1,200,000, co-PI(s) B. Doerr, D. Allen, and R. Jha.
127. "Patterns, Frameworks, and Components for Multimedia Systems," Siemens Research, 1/97 to 6/98, \$150,000.
128. "Adaptive Servers for High-Performance Imaging," Kodak Networked Imaging Tech. Center, 11/96 to 11/97, \$40,000.
129. "Real-time CORBA," Sprint, 9/96 to 12/97, \$345,000, co-PI G. Parulkar.
130. "OpenMAP – Object-Oriented Components for Real-time Avionics," McDonnell Douglas, 9/96 to 9/97, \$241,591.
131. "Compilation and Automatic Optimization of Network Protocol Implementations," NSF NCR-9628218, 8/96 to 8/99, \$411,025, co-PI(s) G. Varghese and R. Cytron (PI).
132. "Medical Imaging with Java and the WWW," SIEMENS Medical Engineering, 8/96 to 7/97, \$125,000.
133. "The ADAPTIVE Communication Environment," SIEMENS Medical Engineering, 8/96 to 7/97, \$90,000.
134. "High-performance Distributed Medical Imaging," Kodak Imaging, 12/94 to 8/96, \$55,152, co-PI J. Blaine.
135. "Design Patterns for Concurrent Object-Oriented Networking," Object Technologies International, 4/96 to 4/97, \$25,000.
136. "Distributed Object Computing with CORBA and DCE," Bellcore, 5/96 to 12/96, \$32,978.
137. "The ADAPTIVE Communication Environment," SIEMENS Medical Engineering, 6/95 to 6/96, \$170,000.

## Courses Taught

### Courses at Vanderbilt University

1. CS 215 – Intermediate Software Design, Spring 2006
2. CS 251 – Intermediate Software Design, Spring 2007, Spring 2008, Spring 2009, Fall 2009, Spring 2010, Spring 2012, Spring 2013, Spring 2014, Spring 2015, Spring 2016, Summer 2020, Summer 2021
3. CS 253 – Parallel Functional Programming with Java and Android, Fall 2020, Fall 2021
4. CS 254 – Concurrent Object-Oriented Programming with Java and Android Spring 2021
5. CS 291/242 – Software Design Studio, Fall 2004
6. CS 291/242 – Software Design Studio, Fall 2003
7. CS 292 – Beyond the Oneway Web, Fall 2008
8. CS 278 – Software Engineering, Fall 2008
9. CS 279 – Software Engineering Projects, Spring 2010
10. CS 282 – Principles of Operating Systems II, Spring 2003, Spring 2004, Fall 2005, Fall 2007, Fall 2012, Fall 2013, Fall 2014, Fall 2015, Fall 2016, Spring 2017
11. UNIV 278 – Tackling Big Questions with Mobile Cloud Computing, Fall 2016, Spring 2017, Fall 2017
12. CS 395 – Advanced Network Software Design, Fall 2006
13. CS 395 – QoS-enabled Middleware, Fall 2008
14. CS 395 – Reactive Microservices, Summer 2021
15. CS 396 – QoS-enabled Component Middleware, Spring 2005
16. CS 891 – Introduction to Concurrent and Parallel Java Programming with Android, Fall 2017

17. CS 891 – Advanced Concurrent Java Programming in Android, Spring 2018, Spring 2019, Spring 2020
18. CS 891 – Introduction to Parallel Java Programming, Fall 2018, Fall 2019
19. CS 892 – Concurrent Java Programming in Android, Spring 2017

#### Courses at Coursera

1. Android App Development (Android for Java; Android App Components - Intents, Activities, and Broadcast Receivers; Android App Components - Services, Local IPC, and Content Providers), 2016 to present
2. Mobile Cloud Computing with Android (Pattern-Oriented Software Architecture: Communication; Pattern-Oriented Software Architecture: Concurrency), 2014 to 2016
3. Pattern-Oriented Software Architectures for Concurrent and Networked Software, 2013

#### Courses at University of California, Irvine

1. ECE 011 – Computational Methods in ECE, Winter 2000
2. ECE 255 – Distributed Software Architecture Design, Spring 2000
3. ICS 142 – Compiler Theory, Summer 1989
4. ICS 23 – Data Structures, Summer 1988

#### Courses at Washington University, St. Louis

1. CS 562 – Advanced Object-Oriented Software Development with Patterns and Frameworks, Spring 1999
2. CS 242 – Introduction to Software Design, Spring 1998
3. CS 673 – Distributed Systems research seminar, Fall 1997
4. CS 422 – Operating Systems Organization, Fall 1997
5. CS 242 – Introduction to Software Design, Spring 1997
6. CS 544 – Distributed System Design, Fall 1996
7. Ada tasking course for McDonnell Douglas, Fall 1996
8. OO design course for McDonnell Douglas, Spring 1996
9. CS 523 – Distributed Operating Systems Organization, Spring 1995
10. CS 242 – Introduction to Software Design, Fall 1995
11. CS 673 – Distributed Systems research seminar, Spring 1995
12. CS 422 – Operating Systems Organization, Fall 1994

#### Other Teaching Experience

In addition to the academic teaching experience above, I have also taught numerous short-courses and tutorials on object-oriented design patterns and programming techniques, UNIX and Windows NT systems programming and network programming, C++ and C programming languages, and various distributed/networked system, compiler construction, algorithm, data structure, mobile app, and web-based cloud computing courses for the following universities and professional organizations:

- O'Reilly Live-Training
- Pearson LiveLessons
- University Extension Program, University of California, Berkeley, CA
- University Extension Program, University of California, Irvine, CA
- University Extension Program, University of California, Los Angeles, CA
- Oregon Graduate Institute of Science and Technology, Beaverton, OR
- USENIX association
- Association of Computing Machinery (ACM)
- Addison-Wesley's Technology Exchange Program, Reading, MA
- SIGS Conferences
- Object Computing Institute, St. Louis, MO
- National University, Irvine, CA

## Department/School/Community Service

Service at Vanderbilt University

1. Faculty advisor for the "DataBrains" AI and Data Science student club.
2. Faculty advisor for the "Vandy Apps" student club.
3. Faculty advisor for the "BizTech" student club.
4. Led the effort to create an online Professional Masters in CS
5. Led the effort to create a continuing education program in Web Development
6. Interview panel for the Director of Professional Programs in VUSE
7. Served on the Digital Literacy committee
8. Chair of two year review committee for Taylor Johnson
9. Chair of the CS search committee in 2003, 2005, 2013, 2016, 2018
10. Chair of the committee on Big Data for the VUSE Strategic Plan
11. Member of the Provost's Special Task Force of the Data Science Visions Working Group: Trans-institutional Masters in Data Science.
12. Member of the Provost's Data Science Visions working group
13. VUSE representative for the Research IT committee
14. VUSE representative on the Provost's Digital Literacy committee
15. Reviewer for University Course proposals
16. Faculty mentor for "Accenture Garage Program"
17. VUSE representative for the Research IT committee.
18. Member of the search committee for the first Director of the Innovation Center
19. Member of the Provost's Study Group on Cross College Teaching
20. Member of the Advisory Committee for the Vanderbilt Institute for Digital Learning (VIDL)
21. Chair of the Provost's Committee on the Innovation Center
22. Member of the VUSE Career Committee
23. VUSE point of contact for VUIT
24. Committee member for Eugene Vorobeychik's promotion case to associate professor
25. Committee member for Bobby Bodenheimer's promotion case to full professor
26. Committee member for Julie Adams's promotion case to full professor
27. Committee member for Akos Ledeczki's promotion case to full professor
28. Chair of the tenure committee for Yuan Xue
29. Chair of the four year review committee for Yuan Xue
30. Member of the two year committee for Yuan Xue
31. Member of the promotion committee for Ted Bapty
32. Member of review committee for Xenofon Koutsoukos
33. Chair of promotion committee for Gabor Karsai
34. Member of promotion committee for Gautam Biswas
35. Chair of the VUSE Technology Entrepreneurship Task Force
36. Member of the VUIT faculty advisory committee
37. Owen-VUSE joint committee for 2014-2015
38. Chair of the Schmidt Family Annual Educational Technologies Lectureship
39. Member of the Provost's Study Group on Cross College Teaching
40. Chair of two year review committee for Eugene Vorobeychik

41. Member of the Chancellor's Social Media and the Internet committee
42. Member of the VU Online Education Task Force
43. Member of the ad hoc committee on EECS Industrial Advisory Board
44. Ex-officio member of the ad hoc committee on the CS graduate program
45. Ex-officio member of the ad hoc committee on the CS undergraduate program
46. Faculty facilitator for the Vanderbilt Visions program
47. Chair of the Information Technology committee for the Vanderbilt School of Engineering
48. Chair of the tenure committee for Bobby Bodenheimer
49. EECS Corporate/Internship Liaison for Computer Science and Engineering
50. Ex-officio Member of the Ad Hoc Committee on Computer Engineering
51. Faculty sponsor of the new EECS Graduate Student Organization
52. Member of the VUSE Research Institutes and Centers Council
53. Associate Chair of Computer Science and Engineering
54. Member of the Vanderbilt University Faculty Senate
55. Chair of the faculty committee on Academic Computing and Information Technology (ACIT)
56. Member of the Research Advisory Committee on Information Technology (RACIT)
57. Chair of the Systems Engineering concentration committee
58. Member of the Plan Integration and Communication Group (PICG)
59. Member of the CS graduate curriculum committee

Service at Washington University, St. Louis

1. Member of the Faculty recruiting committee
2. Member of the CS committee on recruiting industrial graduate students (RIGS)
3. Member of the CS Experimental Infrastructure for Teaching and Research (CEITR)
4. Member of the Introductory course committee
5. Member of the Graduate admission committee
6. Member of the CS representative to the CEC advisory board
7. Member of CS departmental chair search committee

## Awards and Honors

1. Received the Cornelius Vanderbilt Professor of Engineering endowed chair in February 2017.
2. Received the 2015 Award for Excellence in Teaching by the Vanderbilt University School of Engineering.
3. Interviewed for Software Engineering Radio ([www.se-radio.net/](http://www.se-radio.net/)).
4. Vice-chair of the IEEE Chapter in middle Tennessee.
5. Elected to three year term as member of the Vanderbilt University Faculty Senate.
6. Invited speaker at the dedication of the Henry Samueli School of Engineering, along with UC Irvine Chancellor, Ralph Cicerone; Dean of the School of Engineering, Nicolaos Alexopoulos; Chairperson of the Regents of the University of California, S. Sue Johnson; President of the University of California, Dick Atkinson; and CTO and co-founder of Broadcom Henry Samueli.
7. Interviewed for Dr. Dobb's journal TechNetCast, October 24, 2000.
8. Interviewed for **iX** magazine, October, 2000.
9. Received early promotion to tenure as an Associated Professor at Washington University, St. Louis, five years after joining the faculty as an Assistant Professor in 1994.

10. Director of the “Center for Distributed Object Computing” at Washington University, St. Louis since spring of 1999.
11. Listed in Marquis’ “Who’s Who in Media and Communications,” 1997.
12. Received joint appointment to the Mallinckrodt Institute Department of Radiology, Washington University School of Medicine, February 1996.
13. Selected to participate in the ACM OOPSLA ’94 Doctoral Symposium.
14. Invited by Dr. Martina Zitterbart to participate in a 4-week international exchange program at the Universität Karlsruhe Institut für Telematik in Karlsruhe, Germany, April 1993.
15. Served as elected representative to the Associated Graduate Student organization at the University of California, Irvine from May 1991 to June 1992.
16. Served as elected graduate student representative to the Computer Science Computing Resource Committee at the University of California, Irvine from August 1988 to August 1990.

## Consulting Work

1. ARINC, Fountain Valley, CA
2. ACM, NY, NY
3. Advanced Institute of Information Technology, Seoul, Korea
4. AG Communication Systems, Phoenix, AZ
5. Anderson Consulting, Chicago, IL
6. Apple, Cupertino, CA
7. AT&T Research, Murray Hill, NJ
8. BAE Systems, Greenlawn, NY
9. BAE Systems, Wayne, NJ
10. BEA, San Jose, CA
11. Bellcore, Morristown, NJ
12. BellSouth, Atlanta, GA
13. Boeing, St. Louis, MO
14. Boies, Schiller, & Flexner, Santa Monica, CA
15. Bridges & Mavrakakis, Palo Alto, CA
16. Cooley LLP, San Francisco, CA
17. Correct Care Solutions, Nashville, TN
18. Credit Suisse, Zurich, Switzerland
19. Crosskeys, Ottawa, Canada
20. DARPA, Arlington, VA
21. Desmarais, NY, NY
22. Duane Morris, Atlanta, GA
23. Edward D. Jones, St. Louis, MO
24. Envision Inc. St. Louis, MO
25. Ericsson, Cypress, CA
26. Fitzpatrick, Cella, Harper & Scinto, NY, NY
27. GaN Corporation, Huntsville, AL
28. Gibson, Dunn, & Crutcher, NY, NY
29. Goldman, Ismail, Tomaselli, Brennan, & Baum, Chicago, IL
30. Jet Propulsion Lab, Pasadena, CA

31. Kasowitz, Benson, & Torres, Redwood Shores, CA
32. Keystone Strategy, Boston, MA
33. Kilpatrick Stockton, Atlanta, GA
34. Kirkland & Ellis, San Francisco, CA
35. Kodak Imaging, Rochester, NY
36. Laureate University, Baltimore, MD
37. Lockheed Martin Tactical Systems, Minneapolis, MN
38. Lockheed Martin Mission Systems, Boulder, CO
39. Lockheed Martin Advanced Technology Lab, Cherry Hill, NJ
40. Lucent Bell Labs, Naperville, IL
41. Lucent Bell Labs, Murray Hill, NJ
42. Lucent, Whippany, NJ
43. McDonnell Douglas, St. Louis, MO
44. Microsoft, Redmond, WA
45. Morrison & Foerster, Washington DC
46. Morgan Stanley, New York, NY
47. Motorola Cellular Infrastructure Group, Arlington Heights, IL
48. Motorola Iridium, Chandler, AZ
49. Motorola Land Mobile Products, Chicago, IL
50. National Security Agency, Ft. Meade, MD
51. Naval Air Weapons Stations, China Lake, CA
52. Nortel, Ottawa, Canada
53. Object Computing Institute, St. Louis, MO
54. Object Technologies International, Ottawa, CA
55. Odetics Broadcasting, Anaheim, CA
56. Oracle, Redwood Shores, CA
57. Park, Vaughan, & Fleming, Boise, ID
58. Pearson Education, London, UK
59. Pragmatus, Alexandria VA
60. PrismTechnologies, Newcastle, UK
61. Qualcomm, San Diego, CA
62. Quinn Emanuel, NY, NY
63. Raytheon, San Diego, CA
64. Reichman Jorgensen, CA
65. Riverace, Boston, MA
66. Rubin Anders Scientific, Boston, MA
67. SAIC, Washington D.C.
68. Schwegman, Lundbert, & Woessner, Minneapolis, MN
69. Siemens Medical Engineering, Erlangen, Germany
70. Siemens Corporate Research, Princeton, NJ
71. SIGS, New York, NY
72. Software Engineering Institute, Pittsburgh, PA
73. Teradyne, Chicago, IL
74. Teledyne, Thousand Oaks, CA



75. UC Berkeley Extension, Palo Alto, CA
76. UCLA Extension, Los Angeles, CA
77. USENIX, Lake Forest, CA
78. Venable, NY, NY
79. Wong, Cabello, Lutsch, Rutherford & Brucculeri, Houston, TX
80. WMS Gaming, Chicago, IL
81. Zircon Computing, Wayne, NJ

## Expert Testimony in the Past Five Years

1. March 2016, Deposed in support of Oracle in the Oracle vs. Google Fair Use trial in the United States District Court for the Northern District of California, San Francisco division. Case No. Civ. A. No. 10-03561 WHA.
2. May 2016, Testified in support of Oracle in the Oracle vs. Google Fair Use trial in the United States District Court for the Northern District of California, San Francisco division. Case No. Civ. A. No. 10-03561 WHA.
3. February 2017, Deposed in support of IBM in the IBM vs. Priceline Group case. Case No. Civ. A. N. 15-cv-137-LPS-CJB.
4. February 2018, Deposed in support of IBM in the IBM vs. Groupon case. Case No. Civ A. N. 16-122-LPS-CJB.
5. July 2018, Testified in support of IBM in the IBM vs. Groupon case. Case No. Civ A. N. 16-122-LPS-CJB.
6. August 2018, Deposed in support of Palo Alto Networks in the Palo Alto Networks vs. Implicit case. Case No. Civ 6:17-CV-182-JRG.
7. January 2019, Deposed in support of C3IoT in the E2.0 vs. C3IoT case. Case No. 1:15-cv-00530-GMS.
8. February 2019, Testified in support of C3IoT in the E2.0 vs. C3IoT case. Case No. 1:15-cv-00530-GMS.
9. June 2019, Deposed in support of IBM in the IBM vs. Expedia Inc. case. Civil Action No. IPR2018-01136.
10. July 2019, Deposed in support of Philips in the Philips vs. Microsoft case. Civil Action No. 4:18-cv-01885-HSG.
11. August 2019, Deposed in support of Philips in the Philips vs. HTC case. Civil Action No. 4:18-cv-01885-HSG.
12. August 2019, Deposed in support of Philips in the Philips vs. ASUS case. Civil Action No. 4:18-cv-01885-HSG.
13. September 2019, Deposed in support of Kroy in the Kroy vs. Groupon case. Civil Action No. IPR2019-00044.
14. September 2019, Deposed in support of Kroy in the Kroy vs. Groupon case. Civil Action No. IPR2019-00061.
15. March 2020, Deposed in support of Cisco in the Centriptal vs. Cisco case. Civil Action No. 2:18-cv-00094-HCM-LRL.
16. May 2020, Testified in support of Cisco in the Centriptal vs. Cisco case. Civil Action No. 2:18-cv-00094-HCM-LRL.

17. Jan 2021, Deposed in support of Droplets in the Droplets vs. Yahoo case. Civil Action No. 12-CV-03733-JST.
18. Jan 2021, Deposed in support of Droplets in the Droplets vs. Nordstrom case. Civil Action No. 12-CV-04049.
19. June 2021, Deposed in support of Sonos in the Sonos vs. Google case. Civil Action No. 6:20-cv-00881-ADA.
20. September 2021, Deposed in support of IBM in the IBM vs. Zillow case. Civil Action No. IPR2020-01655.
21. November 2021, Deposed in support of Apple in the Apple vs. Identity Security case. Civil Action No. 6:21-CV-460-ADA
22. January 2022, Deposed in support of IBM in the IBM vs. Chewy case. Civil Action No. 1:21-cv-01319-JSR.

## Summary of Research Contributions

At Vanderbilt University I direct the Distributed Object Computing (DOC) Group at the Institute for Software Integrated Systems (ISIS), which is one of the leading research groups in the world on middleware platforms and MDE tools for DRE systems and mobile cloud computing platforms. Over the past several decades I have conducted and managed research projects on a range of topics, including patterns, optimization techniques, and empirical analyses of software frameworks that facilitate the development of quality of service (QoS)-enabled middleware and model-driven engineering (MDE) techniques/tools for distributed real-time and embedded (DRE) systems and mobile cloud computing apps running over wired/wireless networks and embedded system interconnects. The research methodology throughout my career has involved:

- *Creating* innovative middleware and MDE technologies, such as design formalisms, QoS specification/enforcement techniques, end-to-end and cross-layer middleware optimizations, and automated tools for specifying, analyzing, and synthesizing dependable DRE software from higher-level domain-specific models.
- *Applying* these technologies in conjunction with colleagues in academia and industry to demonstrate and mature middleware and MDE technologies and tools in the context of production mission-critical DRE systems.
- *Amplifying* the adoption and transition of these technologies in both academia and industry via 625+ technical papers, 575+ tutorials and invited talks, millions of lines of popular open-source software, and scores of innovative face-to-face and online courses published and delivered to more than 300,000 students around the world.

The R&D efforts I have led have had a significant impact on academic research and commercial practice. For example, dozens of universities throughout the world use the middleware and MDE tools my DOC Group has developed as the basis for their research and teaching efforts. Moreover, the open-source middleware frameworks and MDE tools generated from projects I've led constitute some of the most successful examples of software R&D ever transitioned from research to industry, being widely used by thousands of companies and agencies worldwide in many domains for three decades. For example, the ACE and TAO middleware frameworks developed by the DOC Group are used by developers in thousands of companies (such as Boeing, Cisco, Ericsson, Kodak, Lockheed Martin, Lucent, Motorola, NASA/JPL, Nokia, Nortel, Raytheon, SAIC, Siemens, Sprint, and Telcordia) in a wide range of domains (such as telecom/datacom, healthcare, process automation, avionics, homeland security and defense, financial services, online gaming, social media, and distributed interactive simulation).

## Teaching Contributions and Impact

I have taught scores of cutting-edge courses on topics relating to object-oriented design and programming, software patterns, middleware for distributed real-time and embedded systems, concurrent and networked programming with C++ and Java, and mobile cloud computing with Android. I received the 2015 Award for Excellence in Teaching by the Vanderbilt University School of Engineering. In addition, I've taught

10 popular MOOCs at Vanderbilt on topics related to pattern-oriented mobile cloud computing with Android to over 200,000 learners from around the world.

I recently created and co-taught one of the first cross-college University Courses at Vanderbilt on “Tackling Big Problems with Mobile Cloud Computing,” where ten highly diverse teams consisting of 11 arts and science students and 44 computer science students were mentored by 11 faculty from the College of Arts and Sciences, the School of Nursing, the School of Law, the School of Medicine, the School of Engineering and Vanderbilt University Medical Center. The projects in this course addressed relevant, real-world problems involving mobile cloud computing technologies, including:

- Effectively engaging young people with chronic diseases and medical conditions, such as diabetes, asthma and obesity
- Creating “smarter” cities and sustainable energy platforms via an app-based transportation hub for Nashville, and remotely monitoring the safety and operations of novel sources of power, including solar, wind and natural gas, and
- Helping economically disadvantaged individuals bridge the digital divide to obtain better guidance on medical and legal matters.

## Summary of Career Accomplishments

My career accomplishments include the following:

**Publications and presentations.** I have published 650+ works (127 journal papers, 195 conference papers, 5 books, 4 book-length reports, 3 edited book collections, 64 book chapters, 74 workshop papers, 13 short papers and posters, 75 trade magazine columns/articles, and 101 editorials and book forewords). My papers have appeared in the most selective journals (*e.g.*, ACM Transactions in Embedded Computing Systems, IEEE Transactions on Parallel and Distributed Systems, IEEE Transactions on Software Engineering, IEEE Transactions on Computing, IEEE Journal of Selected Areas of Communications, and ACM Transactions on Autonomous and Adaptive Systems) and conferences (*e.g.*, ACM SIGCOMM, ACM OOPSLA, IEEE INFOCOM, IEEE ICDCS, IEEE RTAS, ACM/IEEE Middleware, and the ACM/IEEE ICSE) in my field. I have also given 600+ invited lectures and tutorials world-wide.

**Measures of scholarly impact.** My publications have been cited 45,000+ times across a comprehensive spectrum of high-impact venues. My h-index is 87 and my i10 index is 401. These bibliometrics indicate the significant impact of my publications as a researcher in the field of Computing.

**Funding.** Since June 1995 I have been a PI or co-PI for grants, contracts, and gifts totaling more than \$41 million dollars. I have been the sole PI for over \$11.5 million dollars of this amount.

**Graduate advising and training.** During my academic career I have (co-)advised and graduated 19 doctoral students and over 25 masters students.

**Professional service and leadership.** I have engaged in the following professional service and leadership capacities during my career:

- Served as guest editor of 12 ACM, IEEE, and USENIX journals, and served as editor-in-chief of the C++ Report magazine.
- Served as general chair or program (co-)chair for 35 conferences, tutorial chair for 4 conferences, co-organized 14 workshops, and served on the program committees for over 245 ACM, IEEE, IFIP, USENIX, and OMG conferences.
- From 2013 to 2015 I served on the Advisory Board for the joint US Navy/Army Future Airborne Capability Environment (FACE).
- From 2013 to 2015 I served as co-lead of a task area on “Published Open Interfaces and Standards” for the US Navy’s Open Systems Architecture initiative.
- From 2010 to 2014 I served a member of the Air Force Scientific Advisory Board, where I was the Vice Chair of a study on Cyber Situational Awareness for Air Force mission operations.
- From 2006 to 2011 I served as the Chief Technology Officer for the Software Engineering Institute at Carnegie Mellon University (2010 to 2011), Zircon Computing (2009 to 2010), and Prism Technologies (2006-2008), where I was responsible for directing the technical vision and strategic R&D investments.
- From 2000 to 2003 I served as a Program Manager at the DARPA Information Technology Office (ITO) and Information eXploitation Office (IXO) the Deputy Director for DARPA ITO, where I lead the national R&D effort on QoS-enabled middleware for DRE systems.

- From 2001 to 2003 I served as Co-chair for the Software Design and Productivity (SDP) Coordinating Group, which formulates the multi-agency research agenda in fundamental software design for the Federal government's Information Technology Research and Development (IT R&D) Program, which is the collaborative IT research effort of the major Federal science and technology agencies.

**University service and leadership.** I have engaged in the following service and leadership capacities at Vanderbilt University during the past two decades:

- **Associate Provost of Research.** I became the Associate Provost for Research at Vanderbilt University in July of 2018. In this capacity I am responsible for developing cohesive and sustainable information technology (IT) services to advance research and scholarship across Vanderbilt's ten schools and colleges, including scalable and secure storage, processing, and communication solutions; big data research cores and corerelated services, and NIST 800-171 compliant IT services. I am also responsible for overseeing Vanderbilt's new "liquid workforce" service that provides researchers with on-demand access to shared technology expertise to help them develop research IT solutions, especially with data-intensive workflows, while also enabling shared software developers to add value to multiple research programs throughout the university.
- **Data Sciences Initiatives.** I am deeply involved in Vanderbilt's initiatives on Data Science. Starting in August 2018, I became a founding Co-Director of the Data Science Institute at Vanderbilt. During the past year I also chaired the ad hoc committee on Big Data for the Vanderbilt University School of Engineering (VUSE) strategic planning process, as well as served on the Provost's Special Task Force on a trans-institutional Masters in Data Science and the Provost's Working Group on Data Science Visions, which sets the direction for trans-institutional Data Science research. I also created and led a presentation on "Big Data" for the Vanderbilt University Board of Trust in the spring of 2017 that helped initiate Vanderbilt's investment in the Data Science Institute.
- **Cross-College Teaching.** I am a leader in Vanderbilt University's forays into Cross-College teaching. For example, I served as a member of the Provost's Study Group on Cross College Teaching, which formulated the concept of "University Courses" that brings faculty together from multiple schools to actively engage students of diverse backgrounds and promote new and creative trans-institutional learning. I also created/taught one of the first University Courses on "Tackling Big Problems with Mobile Cloud Computing." Each semester since the fall of 2016 I've taught this course in a multidisciplinary environment where undergraduate and graduate students from multiple schools team with computer science students to address big questions, such as how mobile cloud computing technologies can engage young people with chronic diseases; change political discourse in the United States and around the world; and help economically disadvantaged individuals bridge the digital divide to obtain better guidance on nutrition and legal matters. I also spearheaded the effort to create a CS 1000 course on "the beauty and joy of computing" that is intended for non-CS majors at Vanderbilt University.
- **Digital Learning.** I play a significant role in Vanderbilt's digital learning initiatives, including teaching (1) the first Massive Open Online Course (MOOC) at Vanderbilt in 2013 on "Pattern-Oriented Software Architecture for Concurrent and Networked Systems," (2) the first trans-institutional MOOC Specialization (together with the University of Maryland, College Park) in 2014 on "Mobile Cloud Computing with Android," (3) a Coursera Specialization on "Android App Development" since the spring of 2016, and (4) the forthcoming online Computer Science professional master's degree being created in conjunction with 2U. I have also played a key role in formulating the Vanderbilt digital learning strategy as a member of the Advisory Committee for the Vanderbilt Institute for Digital Learning (VIDL), a member of the Vanderbilt Online Education Task Force, a member of the Chancellor's Social Media and the Internet committee, chair of the Schmidt Family Annual Educational Technologies Lectureship, and a member of the Provost's committee on Digital Literacy whose charter is to ensure that all Vanderbilt students learn computational thinking in their undergraduate experience.
- **Technology Entrepreneurship.** I have been highly engaged in entrepreneurship leadership at Vanderbilt over the past five years. In particular, I chaired the VUSE Technology Entrepreneurship Task Force and the Provost's Committee on the Vanderbilt Innovation Center, known as the Wond'ry (I also served as a member of the search committee for the first Director of the Wond'ry Innovation Center). I am one of the inaugural faculty mentors for the "Garage Program at the Wond'ry, where I mentor multi-disciplinary teams of undergraduate and graduate students to help

companies (such as Accenture and RGP) establish new lines of business, e.g., liquid workforce services for the oil and gas domain, supply chain risk management using blockchain technologies, etc. I also serve as the faculty advisor for the VandyApp, DataBrains, and BizTech student organizations, which teach software development skills, prepare students for technical job interviews, and foster a welcoming and diverse environment for high-tech entrepreneurship collaboration across campus.

- **EECS Department Leadership.** I served as the Associate Chair of the Electrical Engineering and Computer Science (EECS) department at Vanderbilt University from 2004 to July 2018. In this capacity I worked with the EECS Chair to provide intellectual leadership and assist in EE, CS, and CompE faculty hiring, curricular development, and course staffing. I also represented Vanderbilt at the bi-annual CRA “CS Chairs” meeting at Snowbird Utah since 2008. In the past several years I focused on innovative digital learning techniques (such as pre-recording material and/or recording lectures in class so students can listen/watch to them at their leisure to ensure they master the course material) to handle the surge in undergraduate CS enrollment without adversely affecting Vanderbilt’s commitment to high quality education. I also spearheaded several initiatives to create a continuing education program focused on web development in partnership with Trilogy Education Services and a professional masters degree program in CS in conjunction with 2U.
- **Information Technology Infrastructure for Research.** Over the past two decades I’ve played a leadership role in the Vanderbilt University Information Technology (VUIT) planning and governance processes. In addition to my latest role as the Associate Provost for Research, I’ve also chaired the faculty committee on Academic Computing and Information Technology (ACIT), served as the VUSE point of contact for VUIT, the VUSE representative for the Research IT committee as a member of the VUIT faculty advisory committee, as well as served as a member of the Research Advisory Committee on Information Technology (RACIT), and a member of the Provost’s Research IT Special Project Working Group, which focuses on supporting the research needs of all schools at Vanderbilt.

## **EXHIBIT B**



## **MATERIALS RELIED UPON**

### **DEPOSITIONS**

Deposition of David Kleidermacher (February 3-4, 2022)

Deposition of Lawrence Koh (December 9, 2021)

Deposition of Tian Lim (December 2, 2021)

### **BATES NUMBERED DOCUMENTS**

EPIC\_GOOGLE\_01761929

EPIC\_GOOGLE\_03982547

GOOG-PLAY-000005203.R

GOOG-PLAY-000042623.R

GOOG-PLAY-000046830.R

GOOG-PLAY-000219435.R

GOOG-PLAY-000297605.R

GOOG-PLAY-000343365.R

GOOG-PLAY-000398862

GOOG-PLAY-000558461.R

GOOG-PLAY-000575018.R

GOOG-PLAY-000880576.R

GOOG-PLAY-001076451

GOOG-PLAY-001076452.R

GOOG-PLAY-001088593

GOOG-PLAY-001285448

GOOG-PLAY-001317740

GOOG-PLAY-002011285.R

GOOG-PLAY-002910052.R

GOOG-PLAY-004268238.R

GOOG-PLAY-004284846  
GOOG-PLAY-004494298.R  
GOOG-PLAY-004506533  
GOOG-PLAY-004704453.R  
GOOG-PLAY-004722290  
GOOG-PLAY-004904016.R  
GOOG-PLAY-005563726  
GOOG-PLAY-005649820  
GOOG-PLAY-005653611  
GOOG-PLAY-005653612.R  
GOOG-PLAY-005659061  
GOOG-PLAY-006997722.C  
GOOG-PLAY-007271749  
GOOG-PLAY-007271750

## **PUBLICLY AVAILABLE MATERIALS**

Google I/O 2013 – What’s New in Google Play Services =  
<https://www.youtube.com/watch?v=49pWckcaZEI> at 3:34

Android – Developers, Platform Architecture *available at*  
<https://developer.android.com/guide/platform>

Android – Developers, Device compatibility overview, *available at*  
<https://developer.android.com/guide/practices/compatibility>

Android – Source, Android Compatibility Program Overview, *available at*  
<https://source.android.com/compatibility/overview.html>

<https://developers.google.com/location-context/fused-location-provider>

<https://developer.apple.com/design/human-interface-guidelines/ios/overview/themes/>

<https://material.io/develop/android>

Android – Source, Android 12 Compatibility Definition, *available at*  
<https://source.android.com/compatibility/12/android-12-cdd>

<https://www.xda-developers.com/android-12-alternative-app-stores-update-apps-background/>

<https://support.google.com/googleplay/android-developer/answer/9858738>

<https://docs.microsoft.com/en-us/windows/security/identity-protection/user-account-control/how-user-account-control-works>

<https://developer.android.com/studio/publish/app-signing>

<https://www.paypal.com/us/webapps/mpp/paypal-checkout>

<https://www.braintreepayments.com>

<https://stripe.com>

<https://www.authorize.net>

<https://www.shopify.com>

<https://www.shopify.com/partners/blog/shopify-android-buy-sdk>

<https://paymentservices.amazon.com/docs/EN/23c.html>

<https://firebase.google.com/products/extensions/stripe-firestore-stripe-payments>

<https://paddle.com/platform/in-app-purchase>

<https://stripe.dev/stripe-android/>

<https://github.com/paypal/android-checkout-sdk>

<https://developer.authorize.net/api/reference/features/in-app.html>